

OFFICIAL! THE UK'S BEST-SELLING INDEPENDENT PLAYSTATION 2 MAGAZINE

PS2

■ PSW MAGAZINE ■ ISSUE #053 ■ £3.99 WITH DVD + CHEATS B

APOCALYPSE WOW!

CONFLICT: VIETNAM

Napalm death comes to PS2!

STOP PRESS!!!

BURNOUT 3

Explosive new screens!

**the
Getaway 2**
NEW INFO BOMBSHELL!

**267
GAMES!**

INCLUDING:

**JUICED
DRIV3R
GOLDENEYE
EURO 2004
BURNOUT 3
CATWOMAN
THE SUFFERING
TRANSFORMERS
MORTAL KOMBAT 6
SHELLSHOCK: NAM '67**

**EVERY NEW
GAME REVIEWED!**

■ RAINBOW SIX 3 ■ PROJECT ZERO 2
■ RISE TO HONOUR ■ LMA MANAGER 2004
■ MTX MOTOTRAX ■ BAD BOYS II



SHIFT INTO
SOMETHING
MORE LETHAL



Take control of the all-new and fully loaded G-8155 Interceptor. Transform into new vehicles such as a sleek snowmobile and off-road 4x4.



Engage both new and old foes as you trek through more than 15 dangerous missions across four new regions including Russia and the Swiss Alps.

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PlayStation 2



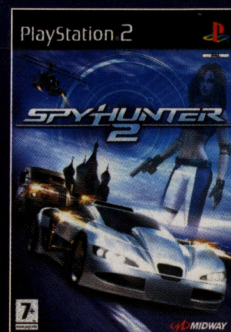
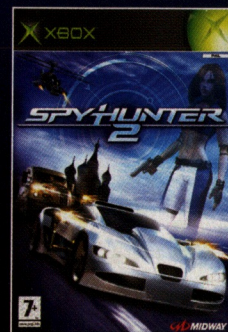


SPY HUNTER 2

Coming March 2004

The hunt begins at spyhunter2.midway.com

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FAST AND FURIOUS!
YOU WON'T SEE THIS ANYWHERE ELSE!

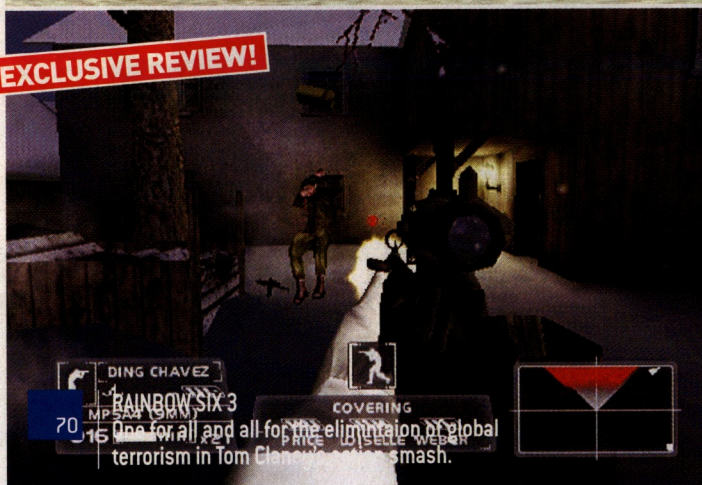


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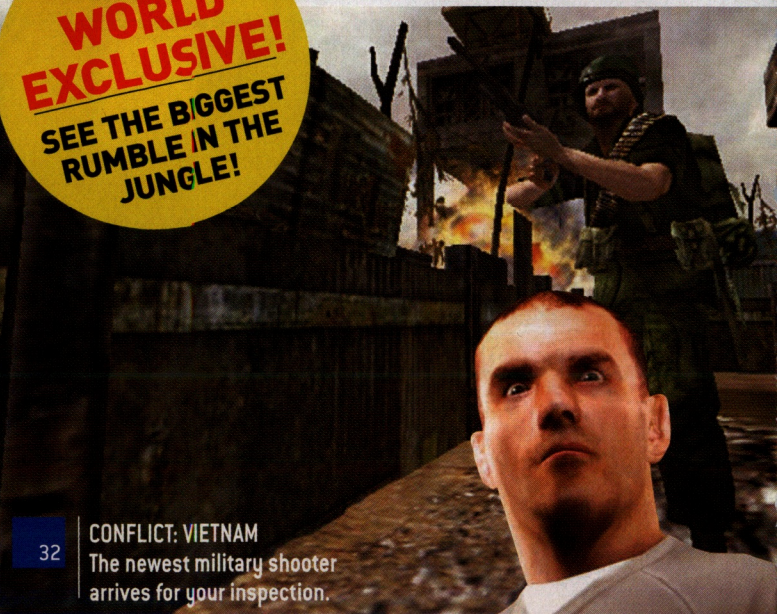


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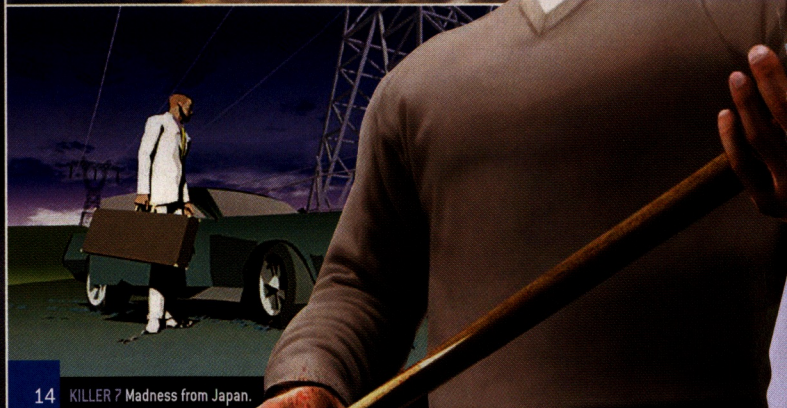
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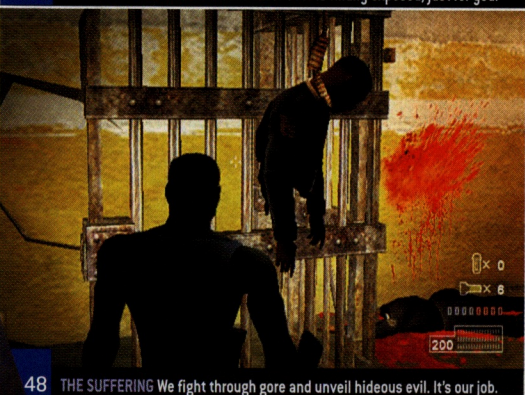
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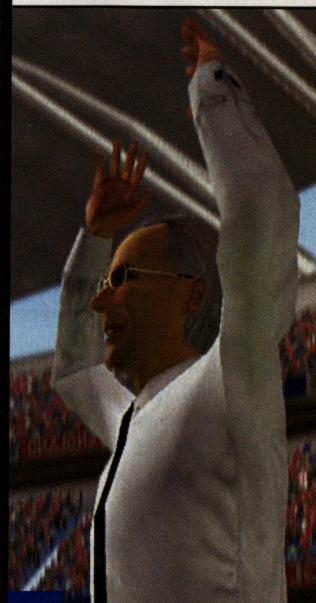


48 THE SUFFERING We fight through gore and unveil hideous evil. It's our job.



ON YOUR DVD

LOOK AT DRIV3R, LOOK AT IT AND WEEP FOR IT IS BRILLIANT. AND SO ARE KILLZONE, GRAN TURISMO 4 AND TRANSFORMERS.

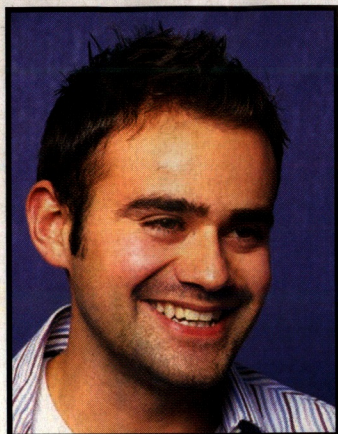


10 UEFA EURO 2004 Sven lands on PS2.

Welcome to the UK's best-selling independent PlayStation2 magazine.

Editor's Letter

Time for all out war. Or a spin in a Skyline.



George W had better hurry up and find another oil rich Middle Eastern country to invade and plunder, sorry, liberate from its oppressive regime, because game developers are fast running out of decent wars to trivialise into video game experiences. Last month PSW broke the world exclusive first news of *Shellshock: Nam '67* – the frighteningly realistic account of the Vietnam war from the people behind *Killzone* (more *Killzone* on p64!). This month we're first again with *Conflict: Vietnam* – another Vietnam adventure, but from the makers of *Conflict: Desert Storm II*. That's two huge 'Nam games in as many months. What are the odds of that? Shorter than the time it takes a 3.2 litre V6 Honda NSX to get from 0-100mph (13.9 seconds). In addition to slaughtering thousands of enemy soldiers this month, we've also been spray-painting souped-up sports cars an attractive shade of pearlescent pink and thrashing the bollocks off them. Embrace *Juiced* like a long lost brother on p56, while a firm handshake should be sufficient for *The Getaway 2* and *Rainbow Six 3*. That ought to keep us going until *Conflict: Falklands* arrives.

Lee Nutter
Editor

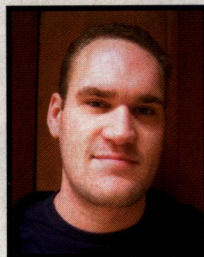
Meet the team

Maintaining the magazine hat quota of two.



Richard Melville
Deputy Editor

This month, the man we're calling 'the Jamie Oliver of games' (ie he's a fat-tongued loser) has been prowling even swankier after-hours Soho drinking dens than ever before. He's either become some kind of effete, vodka-drinking vampire, or he's still stalking Kate Moss. Come to think of it, probably both.



Joff Brown
Staff Writer

Hugely upper class, monster faced, landowner Sir Joff OBE has spent much of this month worrying about his weight and fretting about diets. From the gargantuan quantities of Pot Noodle he has been cramming into his biblically proportioned jaw, we can only presume that he wants to be much, much fatter.



Jon Todd
Staff Writer

Toddy's been up to his eyeballs in *Pandora Tomorrow* this month, hammering the pad in an attempt to complete the notoriously tough title. We only got this smile when we asked him to remember what it felt like blowing someone's brains with a sniper rifle. We presume he was thinking of the game.



Mark Sorrell
Staff Writer

Mark picked up a baby sparrow this month, only to inadvertently crush it in his oversized paws. The weeping giant was allowed to play *Onimusha 3* as recompense. "Mark's never been to Japan, but Mark imagines that this is exactly what it like," the mighty-thewed barbarian was heard to say between sobs.



Curtis Phillips-Cozier
Art Editor

They're moving Curtis nearer to Lee next month, so the two of them can talk 'design issues' and 'restructuring the underlying aesthetic of the mag'. Lee has images of him and Curtis solving crimes in Miami, wearing natty pastel suits. Curtis has images of Lee drowning in a toilet swimming round his head EVERY WAKING HOUR.

EDITORIAL

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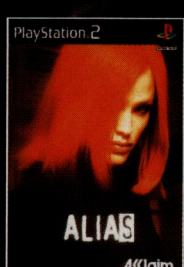
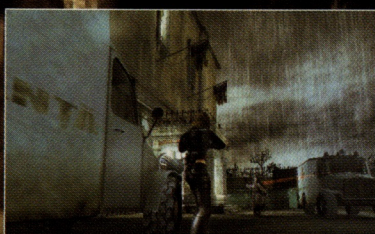
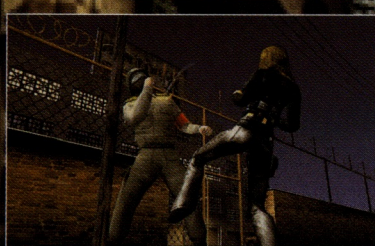
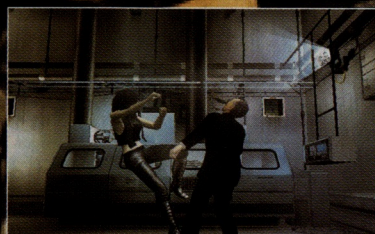
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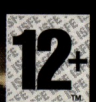


ALIAS

Danger Around Every Curve

She's a stealth bombshell with spy skills. A covert agent with kung-fu moves. For Sydney Bristow life is the deadliest of games - one of infiltration, espionage and action. Now her mission is yours. Go deep into her dangerous world and unlock the secrets behind TV's hottest sensation.

BASED ON AN ORIGINAL STORY FROM THE CREATORS OF THE SMASH HIT TV SERIES FEATURING JENNIFER GARNER



PlayStation 2



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GLOBAL

DIRECT FEED REVELATIONS FROM PLANET PLAYSTATION.

GLOBAL this month...

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BOND GETS RAD

PS2 GETS GOLDENEYE!

IT'S OFFICIAL — ONE OF THE BEST GAMES EVER IS COMING TO THE PLAYSTATION2!

PREPARE TO BE AMAZED. A PLAYSTATION2 version of the critically acclaimed, multi-award winning *Goldeneye* will be published by Electronic Arts this year. This year, people! PSW can exclusively reveal that the PS2 version of the best Bond game ever created has been in development for well over a year now, and will arrive just in time to dominate the Christmas 2004 sales charts.

Goldeneye was originally released back in 1998 as Nintendo's ailing 64-bit console struggled to keep pace with Sony's dominant PSone. Alongside *Mario Kart 64*, *Legend of Zelda: Ocarina of Time* and *Super Mario 64*, it was one of only a handful of titles worth bothering with on the now defunct machine. Created by legendary UK development team Rare, the ingenious level design and balance of weapons took the first-person shooting

genre to an new echelon of excellence. At a time when most shooters were simply about killing a never-ending horde of slavering demons, *Goldeneye* mixed stealth, sniping and espionage tactics to recreate the world of Bond in stunning detail. A host of gadgets could be used to overcome enemies, and the multiplayer mode is still whispered of in retro circles as being 'The Best Ever'.

A question mark hangs over which developer is going to be tasked with making the new *Goldeneye*, which is said to be more of a sequel than a simple remake of the N64 original. One thing for certain is that we can rule out Rare. Soon after completing the original *Goldeneye*, the core development team left to set up a new company, who decided to call themselves Free Radical. Known to PS2 owners as the creators of the

brilliant *TimeSplitters* series. Rare was later bought by Microsoft to produce games exclusively for Xbox, but so far has only produced the deeply disappointing kids' platformer *Grabbed by the Ghoulies*. Free Radical, however, is one of the names currently being linked to the top secret project. It's well known that the developer has been working on another first-person shooter in addition to *TimeSplitters 3* for some time, and given the history it wouldn't come as a huge surprise. Interestingly, PS2 *Goldeneye* is scheduled for release just prior to Christmas, at around the same time as *TimeSplitters 3* (which is also published by Electronic Arts) is due to arrive. And with rumours of a third *Red Faction* game gathering momentum, the shoot-out for the top slot this Christmas should be very interesting indeed.

GOLD STAR!

THIS IS WHY WE'RE SO EXCITED — *GOLDENEYE* WAS ONE OF THE BEST GAMES OF ALL TIME!



THE ENEMIES!

Instead of chucking meaningless foes at you round every corner, *Goldeneye* used strategically placed, realistically observant foes who reacted to threats and died in convincing ways. It's like they were really guarding the objectives from you.



THE GADGETS!

Aside from his funky watch which could laser through metal, Bond had a range of gadgets including proximity mines and silencers for weapons. And one of the very first proper sniper scopes in any game ever, allowing you to pick off enemies at a distance.



THE ENVIRONMENTS!

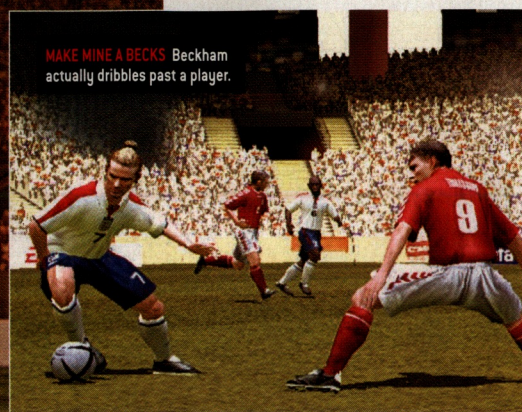
Stop laughing — this looked cutting edge a few years back. *Goldeneye* pioneered the use of realistic complex-type areas to explore and use as cover. Instead of bombing it round a pointless maze, you actually felt you were discovering hidden secrets.



HOORAY HENRY Thierry will take some stopping this year.



LINE UP Look, it's the bit you always click through.



MAKE MINE A BECKS Beckham actually dribbles past a player.

FOOTBALL CRAZY

THEY THINK IT'S ALL OVER...

IT'S THAT TIME OF YEAR AGAIN. THE

time when a mass of football games roll out just before a huge tournament.

The competition in question is Euro 2004 of course, and it's currently being talked up as England's best chance of winning a trophy since 1966. That's if Sven drops Emile Heskey, plays a left-footed player on the left wing and leaves the gormless Neville brothers at home in rainy Manchester. We live in hope.

UEFA EURO 2004 is, typically, EA's officially licensed game of the tournament that boasts all the official squads, strips, stadiums, player names and so on.

Besides being able to play as any of the 16 competing nations, you can go right back to qualifying or the dreaded play-offs, or even just arrange a friendly with one of 35 further countries that didn't make it. You can even show Beckham how to take a penalty without tripping over.

There's a strong case for arguing that this is just *FIFA 2004* repackaged, but there is at least one new feature added since that game: every player's morale is based on their own performance and that of the team, which in turn affects their abilities on the pitch. How much difference this makes when you're the one controlling each player anyway remains to be seen. *UEFA EURO 2004* arrives in June.



EYES DOWN Relive the England versus Turkey decider.



GOAL MACHINE We can't see Owen getting this much space.



PEN PAL Beckham manages to stay on his feet and not sky it.

BALLS TO YOU

...IT IS NOW!

THIS IS THE GAME OF THE TEAM OF THE COUNTRY YOU ARE IN. UNLESS YOU'RE IN WALES, SCOTLAND OR NORTHERN IRELAND, OF COURSE.

ARRIVING IN MAY, ONE MONTH EARLIER THAN

UEFA EURO 2004, is big rival *England International Football*, courtesy of Codemasters.

If having an official game of the tournament sounds strange enough, this one's even more specific as it's the official game of the England team. Modelled on Codemasters' *Club Football* games, everything is England branded — from the likenesses of the 25-man squad who'll be travelling to Portugal (when the Rio-less squad is finally announced), to the as-yet unrevealed new away strip, via unlockables such as video clips from the 5-1 thrashing of Germany and player profiles. If you want to boot certain players out of the first team and replace them with a likeness of yourself you can. Just create your mug and stick yourself straight in as Owen's partner, complete with your name on the back of a shirt.

Like *UEFA EURO 2004* there are 12 extra teams to choose from who aren't playing in the tournament, allowing you to set up an international league or World Cup style event against the likes of Argentina, Australia, Brazil, Cameroon and Japan.

On the pitch we're promised an overall faster, more free-flowing game than *Club Football*, with improved shooting, dribbling and referee intelligence. Gary Lineker gets away from his role as an amicably wooden anchorman to join crumbly Barry Davies in the commentary box and also shares his wisdom with some incisive post-match analysis.

England International Football should give *UEFA EURO 2004* a good game and a good run for its money, though its success will largely depend on how far Sven's boys progress in the tournament. So come on England! Come on England!

ON THE PROWL The oscar winning Halle Berry plays a cat.



PUSSY GALORE

FELINE FINE

BATMAN'S FAVOURITE PVC-CLAD MISTRESS SLINKS HER WAY ONTO YOUR PS2 IN *CATWOMAN*.

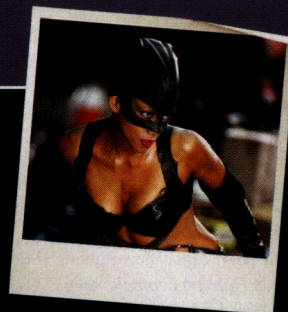
IN A BID TO SNAP UP EVERY MOVIE

license known to man, Electronic Arts have nabbed the rights to the upcoming movie *Catwoman* and have set about transmuting it into a stealth adventure. Currently in the very early stages of production, PSW has been given an exclusive peek at a virtual Halle Berry skipping around the opening factory levels of the game.

At its core, *Catwoman* promises to be a standard adventure with Catwoman using her agility, paws and whip to snare enemies such as criminals and fat policemen. Predictably, there's a bevy of Lara-style acrobatic moves which show

off the sheen on Berry's PVC clad buttocks perfectly. EA has managed to combine her sexy swagger and delicate cat-like movements just like in the movie. It's the 'cat sense' additions that look like bringing *Catwoman* into the stealth superleague, however. The sparrow-chasing superlady has the option to activate an inbuilt set of night vision goggles which turns the screen a pale shade of grey, with enemies highlighted as coloured blobs. Rather than just nab *Splinter Cell* gimmicks, *Catwoman* has pinched every good idea from *Tomb Raider* and *The Matrix* too. This means that *Catwoman* can perform

everything from pole-spinning acrobatics to frantic gunfights, and then stretch it out like elastic thanks to the marvels of slo-mo. Due for release alongside the film in September, *Catwoman* will certainly look a lot like its cinematic counterpart. Whether it can claw its way out of becoming yet another cloned action adventure remains to be seen, but one thing remains clear. We've never seen a virtual rear end look so utterly scrumptious. Bit of a shame about the comedy headgear that makes her look a bit like Mickey Mouse's dominatrix second cousin. But then you can't have everything, can you?



PSW'S 10 MOST WANTED



1. GOLDENEYE

Guess who's back, back again? It's the greatest gun game in the history of digital firearms. We can't even begin to believe that this will match one tenth of the brilliance of the N64 version but the prospect is certainly the most exciting thing ever.

2. SINGSTAR

Not long now until we get our chance to wail around the office with final finished game. Singing is the sport of champions and soon, all will know its power. Come on Eileen.

3. KILLZONE

Look, we like shooting stuff and this has already proved itself to be the king of shooters on PS2 and it isn't even finished yet. Woo. Yay!

4. SHELLSHOCK: NAM '67

War is hell but it's also a lot of fun. *Killzone* but in Vietnam, this will bring a realism and napalm flavoured glaze to the best shooter on the PS2. Also, very gruesome. Can't argue with that.

5. JUICED

Making very pretty cars is as much fun as driving them in this *Need for Speed* beating car porn extravaganza. We'll be spending the same time fine tuning paint colours that most people spend bringing up their children.

6. DRIV3R

A trilateral, tightly paced stunt and smash sequel to one of the greatest games on PSone. As beautiful as a semi naked, sweat glistened Beyonce and as violent as Newcastle.

7. TIMESPLITTERS 3

It's by the people who made *Goldeneye* and thus worthy of the kind of expectation usually reserved for World Cups and Sunday roast.

8. CONFLICT: VIETNAM

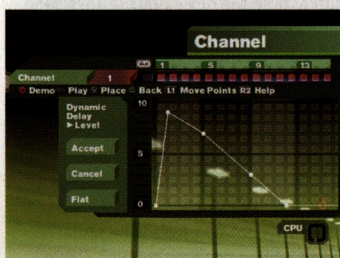
Taking the squad into Vietnam and with any luck, taking them back out again, this is the next rung on the *Conflict* ladder. Great.

9. GRAN TURISMO 4

So far as our love affair with the car goes, this is the fortnight in the Seychelles we were always promising ourselves. You already know how ace it is so stop bothering us. Cheers.

10. SILENT HILL 4

Well, scary is as scary does and this is as scary as is usually allowed plus a bit more scary on top. JUST BRING IT!



IS IT POWERPOINT? No, it's a powerful music synth.



ARE YOU SURE? Shut up, it's going to be great, okay?

TUNING UP

WE ARE THE MUSIC MAKERS

BORED OF FANNYING ABOUT WITH GAMES? TOP THE CHARTS WITH *MTV MUSIC GENERATOR 3* INSTEAD.

THE THIRD IN THE EXCELLENT SERIES

of *MTV Music Creators* is on its way. If only PSW had in built speakers as well as screens, then you'd understand the true meaning of these rather dull pics. Because bangin' choons would be crashing into your head via your ears, thanks to the next-gen sequencing and sampling power. You can even sample from CDs, or remix in real time at the touch of a joyypad button.

As before, you'll be able to mess around and re-edit famous tunes, with the

emphasis on hip-hop this time round to complement the dominance of urban acts in the charts. The list includes Snoop Dogg's "From Tha Chuuch To Da Palace", Outkast's "The Way U Move", Sean Paul's "Get Busy", Fabolous's "This Is My Party", The Ones' "Flawless" and Carl Cox spinning "Katja". Not bad at all. Featured tunes come from menus encompassing Hip-Hop, R&B, Dancehall, Trance, House, Hard House, Breaks, Garage or Drum n Bass. *MTVMG3* will be ripping up dance floors all over the country come summer.

“QUOTE UNQUOTE”

100% NONSENSE, STRAIGHT FROM THE DRIBBLING MOUTH OF THE GAMES INDUSTRY.



“I don't really give a shit who won or lost the Vietnam War.”

JIM BAMBRA, MD, PIVOTAL GAMES. FURTHER ASSURANCE THAT THE NEVER-ENDING VIDEO GAMING OBSESSION WITH REAL LIFE CONFLICTS IS GROUNDED ENTIRELY IN THE QUEST FOR HISTORICAL TRUTHS.

“This is a tremendous opportunity for EA to create new characters for fighting games that can be exploited through our global merchandise licensing machine to fuel sales in many other product categories.”

ALLEN LIPSON, PRESIDENT AND CEO OF MARVEL ENTERPRISES. THE TERRIFYING SOUND OF DEMOGRAPHICS BEING PLUNDERED. OUR SPIDEY SENSES ARE ALL A QUIVER.

“Everywhere, and before everything, by day and by night, constantly in mind is death.”

THE PSYCHOLOGY OF THE ASSASSIN. YEAH, SURE, VIDEO GAMES ARE FOR KIDS. EIDOS' SITE FOR HITMAN: CONTRACTS PRESSES THE CASE FOR COMPULSORY PSYCHOLOGICAL TESTING FOR VIDEO GAME DEVELOPERS. FREAKS.

“With its unique ability to guarantee eyeball time, the games industry is a most viable and dynamic route to market for brands.”

RACHEL NORMAN, COMMUNICATIONS DIRECTOR, HIVE. IS IT JUST US OR IS THAT THE CREEPIEST THING EVER? WE'RE PLAYING ALL OUR GAMES WITH OUR EYES SHUT FROM HERE ON IN, JUST TO BE ON THE SAFE SIDE. WE WOULDN'T WANT TO BE INFLUENCED BY PEOPLE WHO SPEAK LIKE THAT. THEY FRIGHTEN US WITH THEIR RANDOM BULLSHIT GENERATORS.

OIL BE BACK

SEMI NAKED MEN SWEATING IN A RING

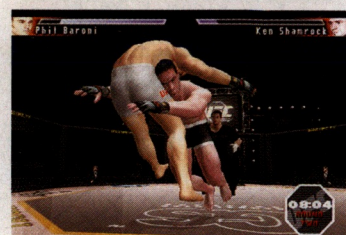
ULTIMATE FIGHTING CHAMPIONSHIP 2004 SMASHES ONTO YOUR PS2 AND SCARES EVERYBODY.

PREPARE TO EXPERIENCE THE BEATING

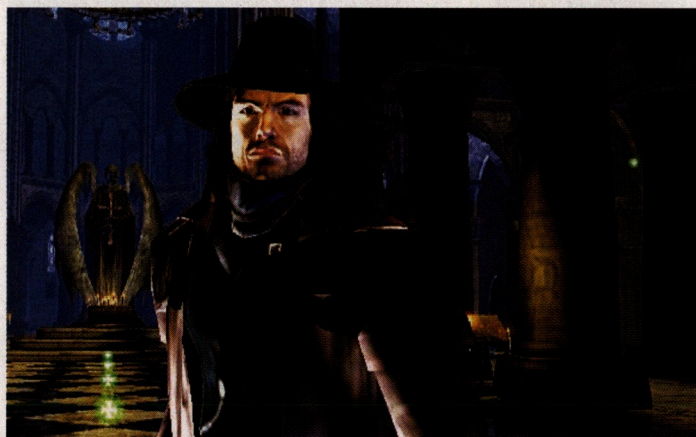
of a lifetime as *Ultimate Fighting Championship 2004* gears up to smack seven shades of shit out of you and yours in your front room. The world's most painful sport returns in silicon form with all the big stars on board. Tito Ortiz, Ken Shamrock, Chuck Liddel and many more are all planning to get you in a hideous arm lock and make you beg for the right to walk like the other children come September. Expect most of the game modes to involve two men going into a cage but only one man coming out alive on the other side. Can it challenge the testosterone fuelled bulk of daddy grappler *WWE Smackdown!* though? Both *Ultimate Fighting Championship 2004* and a new *WWE Smackdown!* game are due at the end of year. They're already eyeing each other up and applying the grease, so stay with PSW for exclusive coverage on both slippery brawlers.



I'M ALL YOURS Too many jokes, not enough space.



LAP DANCE One of them is guaranteed a soft landing.



WHERE'S HUGH? In keeping with most licensed games, the character looks nothing like the film's leading man.



VAN THE MAN

OUT FOR THE COUNT

VAN HELSING BRINGS VAMPIRE VENGEANCE TO PS2 THIS SUMMER.

VAN HELSING IS THE DRY VAMPIRE

hunter from the novel *Dracula*. He's been turned into some kind of amazingly funky vamp-busting hero for this summer's movie of the same name starring Hugh Jackman, taking on not just *Dracula* but *Frankenstein* and the *Wolfman* to boot. It wouldn't be a summer blockbuster without an accompanying game.

Naturally, it's a third-person action affair, with you controlling the titular Dutchman as you fight through *Castle Frankenstein* and *Castle Dracula* but there's no mention of *Castle Wolfman*, sadly. Hordes of screaming vamps, gargoyles and spirits stand in your way, and those who saw *The League of Extraordinary Gentlemen* will recognise a guest appearance in the game and film from Mr Hyde.

There's even a hand-cranked gatling gun for the ultimate in Victorian violence. It's out in May and we're promised extra 'back story' to the *Van Helsing* character that won't be seen in the film.

FROM THE CREATORS OF JONAH LOMU RUGBY



"THE BEST RUGBY
GAME EVER"
PSM2



"AT LAST A GREAT
RUGBY GAME
FOR XBOX"
OFFICIAL
XBOX MAG

THE OFFICIAL GAME OF THE ENGLAND RUGBY TEAM



WWW.WORLDCHAMPIONSHIPRUGBY.COM

PlayStation.2



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GLOBALINSIDER

**TINY, ITTY BITTY NEWS
GEMS FOR WEE BABIES
AND PIXIE FOLK.**

**BLUE IS THE COLOUR**

Sony has seen fit to unleash an aqua-coloured PlayStation2 on the world. Having now sold 5 million PS2s in this country, it's really trying to shift this set to the last, ooh, three households that don't have one and the myriad gamers who'll buy another one because it looks so nice. They're on the shelves right now and cost £139.99 from all good video games retailers and bathroom showrooms. Probably.

'DROME IS WHERE THE HEART IS

Powerdrome is a remake of an old, nay ancient 80s racing title that has you zoomin' around 24 circuits in your traditional future high-speed environment. The game will feature online play and be out in April. We've kind of fallen out of love with the whole future racing genre of late. Could *Powerdrome* be the one to rekindle the spark?

EA GETS MARVEL-OUS DEAL

Marvel and Electronic Arts have teamed up to use Marvel characters in EA games. EA will also be coming up with original heroes which will star in Marvel comics of their own. Everything but the Hulk and Punisher will be absorbed into EA's gigantic web of money, presumably because those two characters have already been signed up due to their respective films. It's what we call 'synergy', folks.

YOU DON'T KNOW JACK

Samurai Jack fans should cheer the news that the cartoon series is coming to PlayStation2 this year. The game will be an easy-to-play action affair aimed at the kiddier end of the fan spectrum, but at least the whole of the creative team involved with the cartoon has supplied voice, design and story elements to make everything official. *Samurai Jack: The Shadow of Aku* is out now is out now in the US, so expect it to reach these shores in May.



NICE DRESS Shame about the gobbets of gore down it.

LUCKY 7

KILLER 7 BREAKS OUT

GAMECUBE WEIRDNESS INFECTS PS2 AND TURNS A FRAIL PENSIONER INTO HARDMAN.

KILLER 7 IS THE VERY JAPANESE AND

quite, quite mad new game from veteran developers Capcom. It could just as easily be the name of a dramatic Channel 5 series or perhaps the name of a *Star Trek* space ship but the truth is far more sinister. You will play the part of the world's most feared killer, 65 year-old handicapped man, Harman Smith.

Gameplay details are confusing at best but *Killer 7* will apparently involve wheelchairs and, of course, guns — lots of guns. Schizophrenic murderer Harman has seven personalities, which give him different attributes and abilities. Capcom are keeping these talents under wraps for now, but you'll be able to switch between them to complete set tasks.

Killer 7 has a bizarre yet beautiful cell shaded appearance, seemingly taking the cartoon look into the realm of the graphic novel just like recent shooter *XIII*. Flat colours and a subdued palette give the game a completely individual look and presuming that the game can actually make gameplay sense, *Killer 7* could be the most original thing on PS2 this year.

FATALITY!

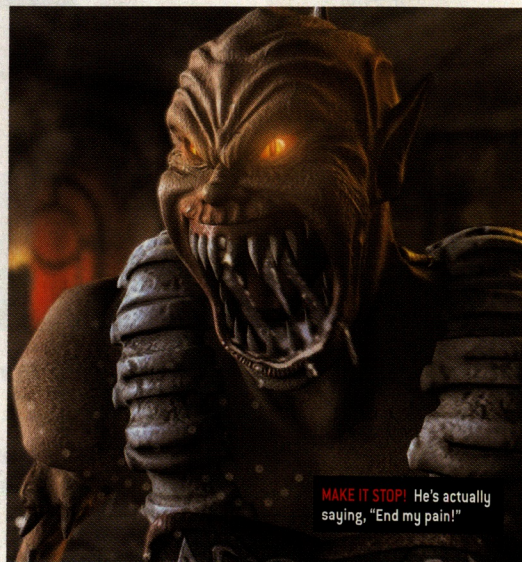
KOMBAT'S BACK

MORTAL KOMBAT: DECEPTION LINES UP FOR ANOTHER SCRAP, PENSION BOOK IN HAND

HEAVYWEIGHT FIGHTER MORTAL KOMBAT IS MAKING ITS

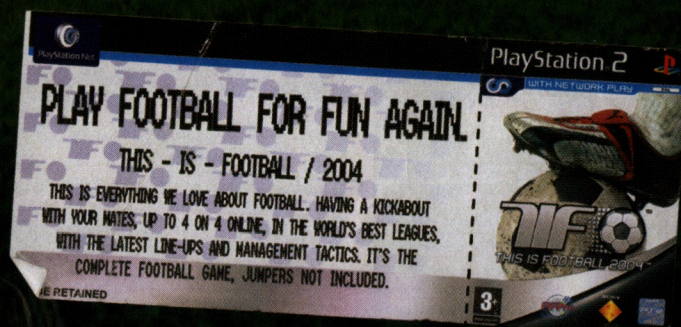
return. *Mortal Kombat: Deception*, the sixth game in the series, is certain to be faster and, we have learned, far bloodier than ever before. The *Mortal Kombat* series' reputation for uber violence and bloodshed should mean that we see a truly shocking display of hard core filth when it shuffles out onto your PS2, into TV adverts and, inevitably, the national newspaper which features Zoe, 22 from Welwyn Garden City.

Much is being made of the nnew finishing move fatalities, with Midway keen to reveal them one by one, like tantalising strips of bacon strapped to Kylie's ass while she hovers above a sea of piranhas. We'll be seeing many of the old faces making a return with Baraka a cast iron certainty, as his grinning visage beaming out from this early screen shows. Expect *Mortal Kombat: Deception* to arrive in September. Much more next month.



MAKE IT STOP! He's actually saying, "End my pain!"

fun,
anyone?
PlayStation 2





ADDED ROAD RAGE

FEEL THE BURN

BURNOUT 3 SET TO DELIVER EVEN BIGGER CRASHES.

THERE'S NOTHING QUITE LIKE A GAME

of *Burnout 2* to tease out our thrill-juices. It's the definitive high-octane arcade racer that's got about as much in common with driving as *SSX3* has with snowboarding or *Tony Hawk's Underground* has with street skating. Hardly surprising then that, well over a year since it's original release, the game stubbornly refuses to budge from our Essential 50 with its gleaming 10/10.

EA has nipped in ahead of Acclaim to clinch publishing rights for the third game and its European studio is working closely with *Burnout* and *Burnout 2* developer Criterion Games to deliver the most spectacular addition to the series. You can already see the new damage modelling

system in action in these first screens here. Windows now shatter, doors fly open and outer shells can be battered into submission like plastic Tonka toys.

Races take place on busy inner city streets amid busy traffic, much of it oncoming. The more dangerously you drive, the greater the rewards. Police cars have been removed from *Burnout 3* so your car is essentially a weapon that you must use to smash opponents out of contention with, while causing as much traffic chaos as possible for the benefit of the replay cameras. As before, you can chain your boosts by driving recklessly without crashing during a boost to keep your meter fully topped up. That's tougher

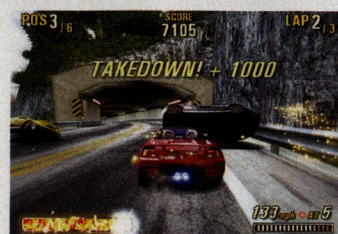
than it sounds when the screen is coming at you in a frenzy of high speed blur. But that's precisely why we like it so much.

New gameplay elements centre around the addition of road rage combat, with special bonuses awarded for each turbo-fuelled assault launched on rival racers. Called 'Take Downs', it's possible to propel your vehicle into a rival with the force of a Boeing 747 and watch the rival car rise into the air like someone's flicked a magic anti-gravity switch.

Criterion reckons the single-player game is about a third bigger than *Burnout 2* and a lot less linear. There's also a long list of unlockable secret cars and *Need For Speed*-style modification options.

Multiplayer races are expected to raise the aggression levels even further, especially when up to six players are battling it out online at once. And, yes, online racing remains exclusive to PS2.

EA is remaining tight-lipped on the game's updated 'Crash' mode, but we do know that it'll be playable online too. We're betting that, much like the previous game, it's a sadistic *Jackass*-style competition to inflict the most damage on your poor car and the traffic around you as quickly as possible, albeit with a few novel twists that Criterion is no doubt working on. *Burnout 3* will be ready to work its eye-watering, metal-shattering magic in September. We can hardly wait.



TAKEDOWN! Hit other cars for mucho, mucho dinero.



IT'S RAINING CARS Tell Gran to bring a cast-iron brolly.



SHAKE THEM Leave chaos behind for all your rivals.



CRUNCH There's nothing finer than a well-timed crash.



MIND THE GAP This pair are waiting to be ploughed into.



DON'T TRY THIS AT HOME The new damage modelling system allows for the most spectacular crashes.



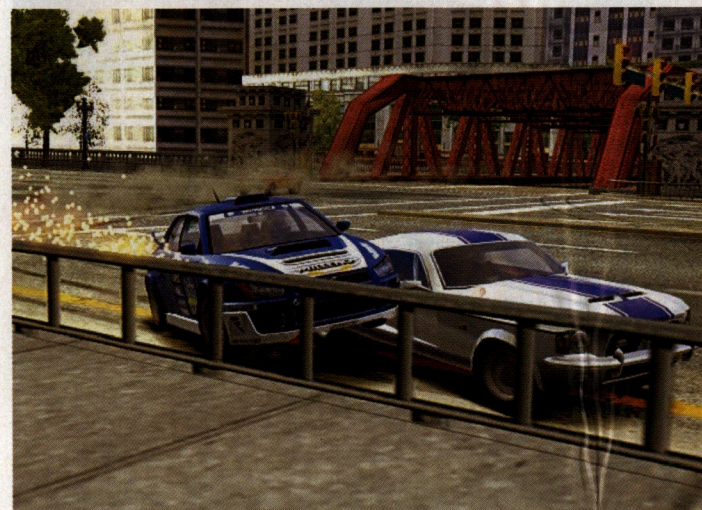
GANG BANG Multiple pile-ups mean more cash for you.



SKID ROW Even turning's deadly at these speeds.



SPEED ADDICTION Can they really just make it 20% faster? If so, why didn't they do so in *Burnout 1*, eh?



YEAH BABY! Either the blue car's getting overly 'friendly' with the white car, or it's just another crash.

PSW SAYS



FACILITY

That single word will mean one of two things to you. The first thing is nothing. The second thing is tens, no, hundreds of hours spent rushing around a disused Soviet military facility with some of your closest friends and a selection of automatic weapons to blow the living shit out of each other, over and over again. The original N64 version of *Goldeneye* was an indisputable classic, possibly one of the greatest games of all time. So you can understand how news that EA are to publish a new *Goldeneye* game fills us with levels of excitement normally experienced only by those people who make their living fighting bears and tigers on the top of speeding trains. Better still is word that Free Radical have been chosen to develop the new title. Since their line-up includes many members from the original *Goldeneye* team we're faced with the dream scenario of an updated *Goldeneye* game made by the same loving hands as the first. Surely we don't have to spell out just how good that could be...

THE PAST AND THE SPURIOUS

Burnout 2 was so very good it was one of the select few titles ever to win a coveted 10/10 in PSW. It was an almost perfect arcade racer. So what on earth are they going to do to expand and grow the series? Sequels are normally the result of public demand and astute financial calculations by faceless company accountants. They often tend to disappoint too. Frankly, we want more from the genius that is *Burnout*. Why can't Criterion get out there and make something completely different? With *Juiced* and an inevitable *Need for Speed Underground* sequel in the pipeline, there are already more than enough boy racers on the PS2 block. On the flipside, however, *Burnout 3* has the opportunity to be the greatest arcade racing series ever. *Ridge Racer* hit the PS2 with the force of a damp flannel and Sega are still too busy sucking poor old *Sonic* dry to finish *OutRun 2*. So maybe, just maybe it'll work. Here's hoping.

FOOTBALL WAR

The news that EA and Codemasters will both be throwing their hats into the footballing ring this summer with games based on Euro 2004 and the England team respectively fills us with apathy. Why? Because there is a fresh new instalment in the *Pro Evolution Soccer* series due for release this Christmas, that's why. How any football game can ever hope to wrestle control away from the greatest footballing experience known to mankind is a mystery to us. How dare they even try? We'll be reliving the golden moments of Euro 2004 through the medium of *Pro Evolution Soccer 3* and dreaming of the new version. Can Codies and EA be about prove us wrong?

GLOBAL EXTRA >>

ALL THE LATEST ON THE BIGGEST PLAYSTATION2 GAMES ON YOUR SHORT-RANGE RADAR.

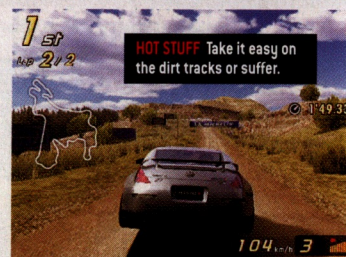
BRAVISSIMO The Nismo 350's just a Nissan. Only more so.



GET IN LINE They still take the racing line, naturally.



GRAN TURISMO 4



GRAN TURISMO 4'S RELEASE DATE HAS JUST BEEN PUT BACK TO LATER THIS YEAR. YEAH, YOU READ THAT RIGHT. WE'RE GRINDING OUR TEETH TOO.

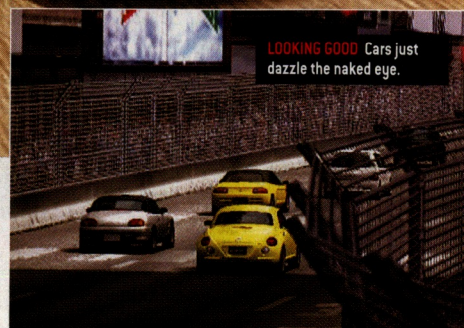
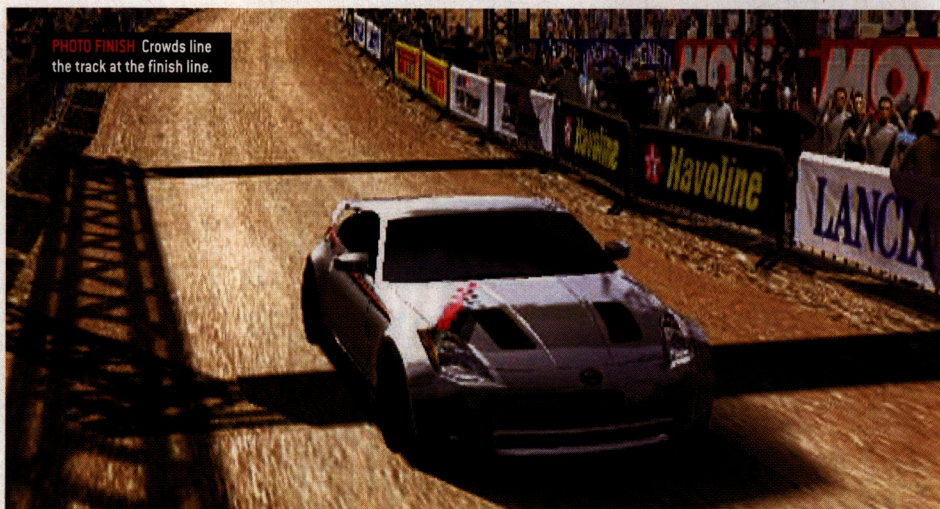
> PUBLISHER SONY
> GENRE DRIVING
> OUT SEPTEMBER

EVERY MONTH WE EDGE THAT LITTLE BIT CLOSER TO the king of all driving games. Well, every month except this month when it puts its foot down and pulls away a little. In other words the thrill of being able to drive all manner of cars round all manner of courses like a lunatic is sadly going to have to wait, because the release date for *Gran Turismo 4* has been put back. Sony has shifted the European release date till September in order to give developer Polyphony time to do something really special. Quite what, nobody yet knows though.

However, we would hazard a guess that it involves making all the beautiful cars and stunning tracks even more beautiful and/or stunning. It was almost certainly looking at these beautiful/stunning new screens that swung it. Other than that we'd say that it was something to do with sorting out the online aspects of the god-like title so that aspiring racing drivers can duke it out online.

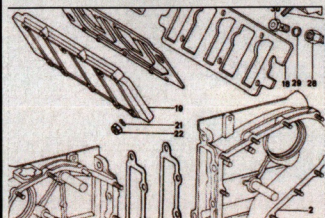
But in the meantime, here's some bumper-to-bumper racing action for your delectation, in full moving image technicolour. It's lovely to see the game running as smooth as silk with all these cars on screen. It actually brought a tear to our tired eyes. Relocate your cynical peepers towards this month's cover DVD and see the action for yourself if you don't believe us.

PHOTO FINISH Crowds line the track at the finish line.



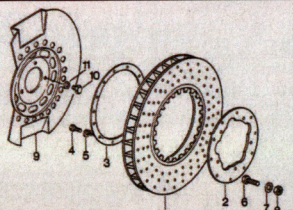
JOIN THE MOD SQUAD

CHANGES TO YOUR MOTOR WILL MAKE MORE OF A DIFFERENCE NOW. HERE'S PSW'S QUICK GUIDE TO MODIFICATION.



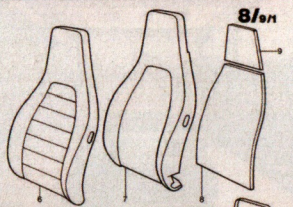
ENGINE

You want to go faster? Of course you do. By fitting turbos, camshafts, and widening pistons you can make your car more powerful and hence get it round the track that little bit faster.



BRAKES

Going quickly is fine, but to get round a track in the shortest possible time stopping is just as important. Bigger brake discs will stop your car more quickly and make your lap times faster.



WEIGHT

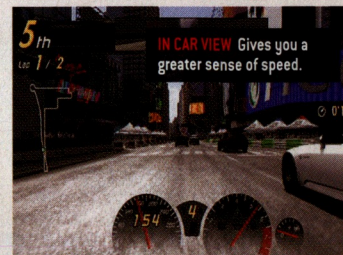
A light car will go faster and stop quicker, so one of the first things to do is to ditch all the heavy equipment and get down to basics inside. Very simple, and makes your car much faster too.



FIRST HOME Kicking up dust in the finishing straight.



THE COLOR PURPLE The Lotus Elise 190E. In purple.



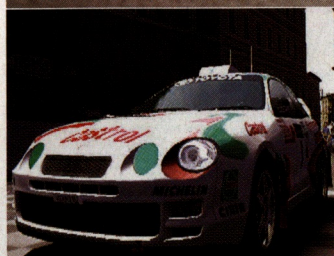
IN CAR VIEW Gives you a greater sense of speed.



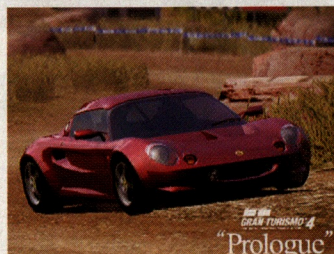
DRIVE ME The Mitsubishi Evo. Yes please.



IMPREZZA A classic dirt racer souped-up for the road.



AIR-CON Plenty of air intakes keep the engine cool.



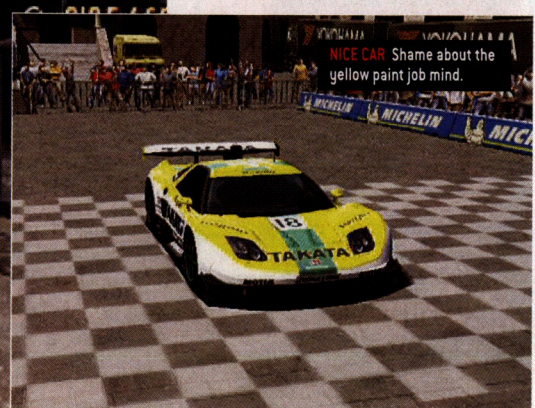
PURPLE It's our old mate, the Lotus Elise 190E again.

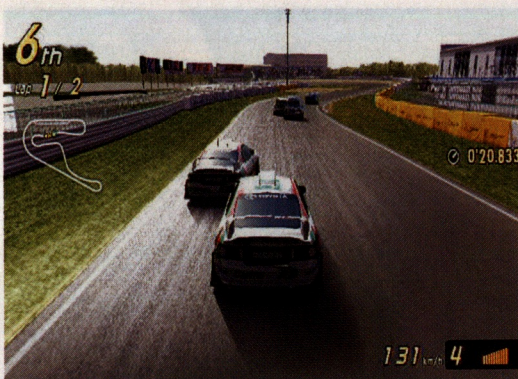


PILE UP Don't get caught out at the back of the field.



DUST BUNNY Rallying's as fun as ever. More so, even.





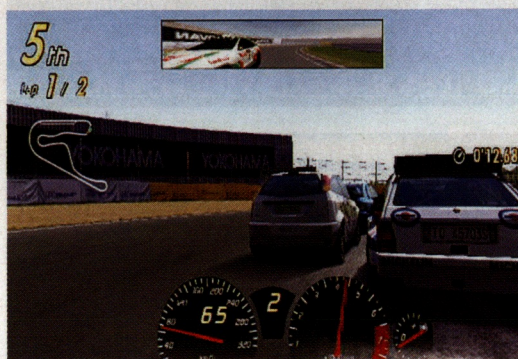
FAST TRACK Test the mettle of your motor on various troublesome racing courses.



DON'T LOOK BACK But will rallying end up as comparatively easy as it did in GT3?



SMALL STUFF Nippy superminis for dodging bends.



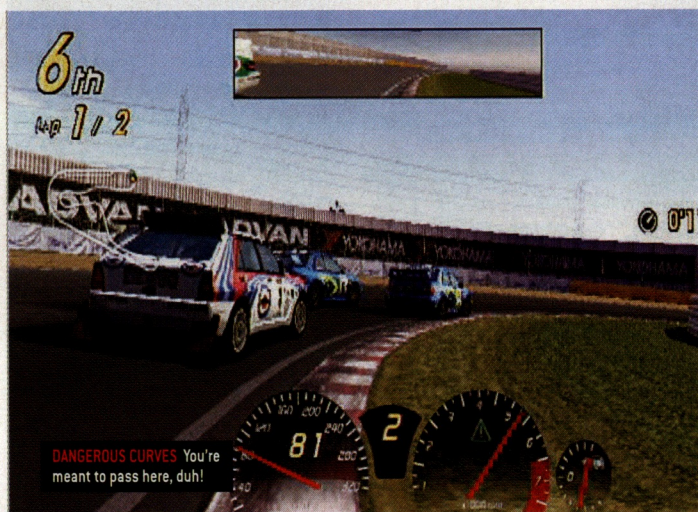
GET IN THERE Just like every other GT game, you'll have to battle for first place.



IN A SPIN You know what happens if you take corners too quickly. So stay cool.



YOU SHALL NOT PASS This MR2 ain't gonna budge.



DANGEROUS CURVES You're meant to pass here, duh!



YELLOW PERIL But nary a scratch on either of 'em.

THE REAL DRIVING SIMULATOR?

PSW TAKES A LOOK AT THE SHINY REAL LIFE VERSIONS OF SOME OF *GRAN TURISMO 4*'S ROCKET-PROPELLED MONSTERS.



>> TRD TOYOTA CELICA

Toyota's own racing department's upgraded Celica. Designed for track use. Driven by utterly smug rich bastards we'd imagine.



>> FIGHTEX MITSUBISHI LANCER VII

A US independent upgrade. Designed for the racing track rather than the usual rally courses. Hence the slick style.



>>NISIMO 350 ZX

A lightly-tuned convertible from Nissan's own racing team. A refinement rather than a monster, but scary all the same.



>> RALLIART MITSUBISHI LANCER EVO VII

The official rally-tune car from Mitsubishi, this is the same car driven by rallying's heroes. It doesn't get any better.



ONIMUSHA 3

CAPCOM PRESENTS EVEN MORE DEATH AND BLOOD FOR EUROPE. CHEERS.

> PUBLISHER CAPCOM
> GENRE ACTION ADVENTURE
> OUT SEPTEMBER

WORD REACHES OUR OUTSTRETCHED NEWS

tentacles that there'll be a number of enhancements over the Japanese version of *Onimusha 3* when it eventually reaches our shores. Among the much talked-about extras are harder difficulty levels, new camera angles, more enemies and a big increase in the amount of blood and guts being thrown around. Considering the levels of destruction and gore already present in the series, we can only imagine that we're about to witness scenes reminiscent of a tumble drier full of sheep offal and jam, set to fast, then thrown off a cliff into an abattoir. We fully expect to see more fantastic secret bits make their way into the European release but as yet, Capcom is keeping quiet. Cast your eye over these latest screens to behold samurais, demons, French people, swords, whips and stuff being smashed up.



HIGHLY STRUNG Well you would be, wouldn't you?



PSW
FIRST AGAIN!

You want the latest news as it happens? Stick with PSW. Our *Shellshock: Nam '67* story shook the PS2 universe to its core, prompting furious reaction from lazy magazines lagging weeks behind our exclusive. The biggest games always come to PSW first. FACT!

SHELLSHOCK: NAM '67

INVADE RANDOM FOREIGN COUNTRY AND KILL ALL ITS CITIZENS. USA! USA! USA!

> PUBLISHER

> GENRE

> OUT

EIDOS

SHOOTING

NOVEMBER

WAR THESE DAYS IS ALL ABOUT OIL. DRESS IT UP AS MUCH

as you like: overthrowing an evil dictator, weapons of mass destruction blah blah blah... It's surely no great coincidence that when the US decides to invade a foreign country, there's nearly always a big, fat oil pipeline in the near vicinity. Back in the '60s it was all very different though. War wasn't about oil. It was about the spread of communism. Evil commies that threatened the American way of life – by minding their own business on the other side of the planet. Like those in Vietnam.

Unsurprisingly, *Shellshock: Nam '67* glosses over the whole issue of culpability and focuses instead on slaughtering hordes of Vietnamese soldiers with a heavy machine gun, a flame thrower and a dash of napalm. Think *Killzone* but set in a dense jungle, and you're not a million miles away. The two games are even created by the same developer, Guerrilla. More on page p64.

FIGHT NIGHT BOXING 2004

OOF! OUCH! GAAH! WITH A SIDE ORDER OF YURGH! JUST LOOKING AT THESE SHOTS MAKES US WINCE.

> PUBLISHER

> GENRE

> OUT

EA

SPORTS

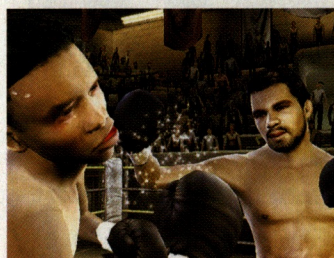
MAY

WE'RE TRYING TO PLAY FIGHT NIGHT AS

we write this, because it's so damn addictive. Predictably, it isn't working, and we're getting roundly trashed. We brought you the very first news about EA's new ringside brawler not so long ago, and now that we're sitting with it in the office it's looking very heavy indeed. Heavy like an elephant driving a tank. Heavy like the moon, if the moon was made of lead and dumbbells. Heavy like Roy Jones Jr, *Fight Night*'s main man, in fact. The main innovation here is that the right hand analog stick is cleverly used to control punches, meaning it's now a lot easier and more intuitive to feint, block and counterpunch. Just to make everything all the more icky, boxers' faces deform when you hit them and sweat and blood flies all over the place. With mad style and all the current crop of hard boy boxers, *Fight Night* is looking to be the Ali vs Foreman of this year's gaming events.



THWACK! Jab your opponent into semi-consciousness.



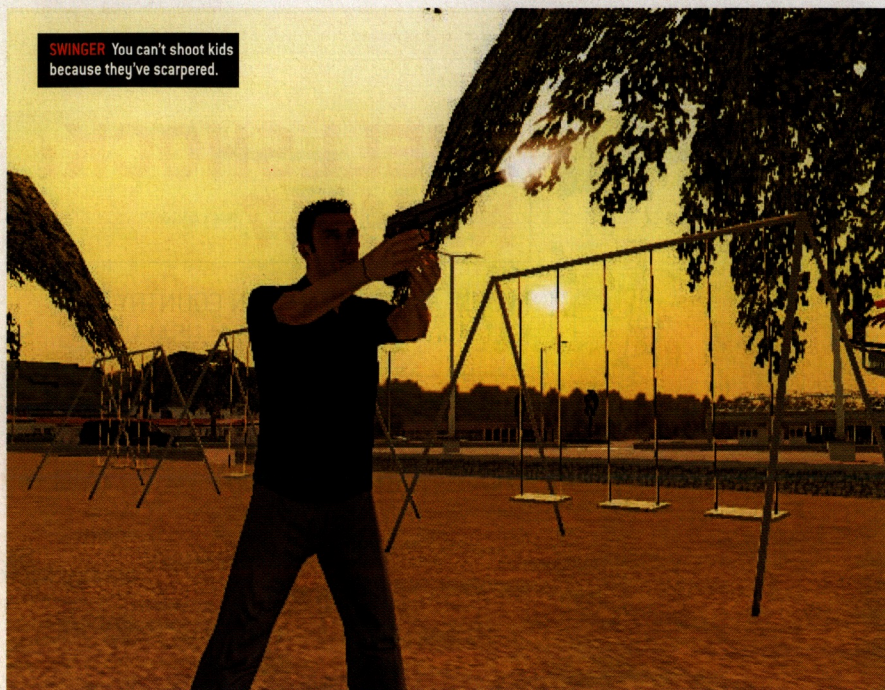
BIFF! Send him sprawling with a haystacker.



DOOF! Land it right on his chin, and watch the blood fly.



SPLAT! This is one punch he's not getting up from in a hurry.



MIAMI VICE When you're not driving, you're shooting.



MIAMI NICE Shooting at everyone and everything. You bad man.

DRIV3R



ALL GOOD THINGS COME TO HE WHO WAITS.
SHAME WE HAVE TO WAIT A BIT LONGER THEN.

> PUBLISHER ATARI
> GENRE ACTION
> OUT JUNE

DELAYS, DELAYS, DELAYS. YOU'VE ONLY JUST RECOVERED from the horror of the *Gran Turismo 4* postponement and up sneaks another setback. The March date initially mooted for the release of *Driv3r* has now been pushed back until June. On the upside though, developer Reflections has poured masses of extra tech help into the project to ensure it meets its new release date and to make ensure that it also meets the sky-high expectations held for it by one and all.

Still, delays or not, *Driv3r* is shaping up to present something pretty damn special as these rather wonderful screenshots amply demonstrate. Frankly, we are so excited about getting into Tanner's shoes and fiddling with his laces, we've completely forgotten about driving around in these beautiful cars, round these stupendously gorgeous streets and then breaking everything, just for kicks. See what we mean on this month's DVD.



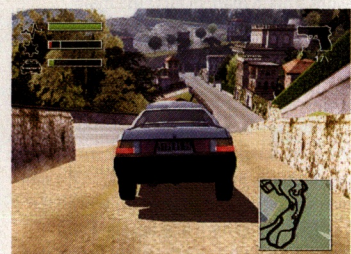
RUNNING MAN But does he look like he's pooped? See the DVD.



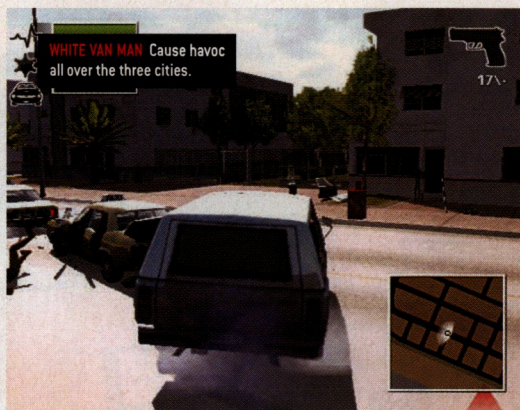
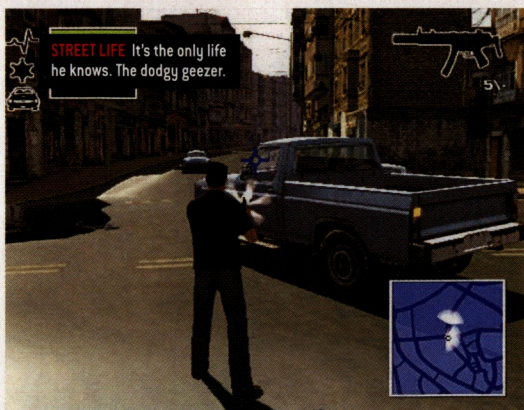
KICK START Motorbikes make their debut in *Driv3r*.



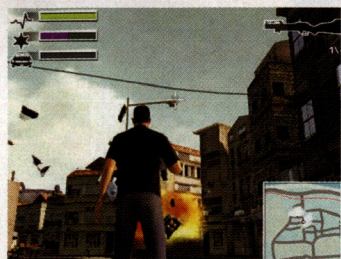
SISTERS OF MERCEDES The cars aren't licenced but they are recognisable.



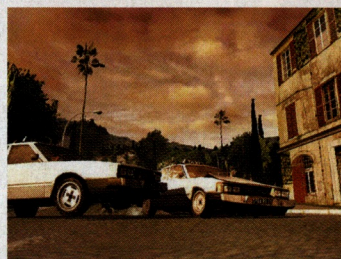
TRADE IN Time for a swift car change, we think.



BUS-TED Smack up all kinds of vehicles.



BANG BANG, HE SHOT ME The explosions are great.



FILM NOIR Everything looks like it's from a movie.



BLOWN THE DOORS OFF There goes the no claims bonus.



PLEASE POLICE ME Expect to tangle with the cops.



NO CLAIMS BONUS Damage modelling is great.



S758 KVN Why not have a great numberplate? Sigh.

DRIV3R WORLD TOUR

PSW TAKES YOU ON A WHISTLESTOP TOUR OF THE THREE CITIES YOU'LL BE SMASHING UP IN DRIV3R.



MIAMI

Has the highest population of models in the world. Widely credited as the inspiration for the look and feel of *Vice City*, so expect plenty of comparisons.



NICE

Located in the south of France, this beautiful coastal town contains large numbers of French people and as such is best avoided.

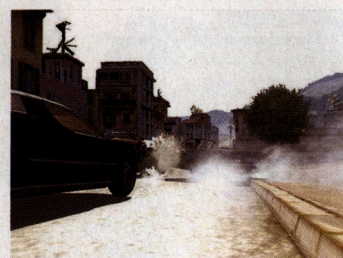


ISTANBUL

Capital of Turkey and the location of choice for English football fans wishing to be stabbed, or have bottles/tables/chairs hurled at them.



HILLBILLY It's not all sports cars in the *Driv3r* world.



RUB HER Go through lots and lots of tires.



CRUNCH TIME Accidents are astonishingly detailed.



BEND HER You can actually bend the chassis' of the cars.



HARLEY Cruise the roads on your mighty chopper. Sorry.



COASTING THE COAST The locations are stunning.

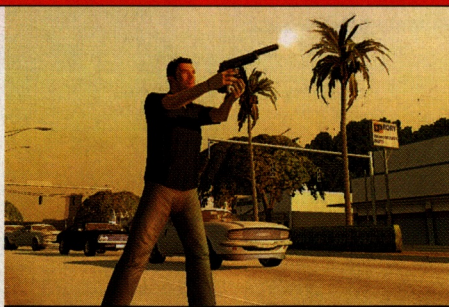
THE WAY OF THE GUN

TANNER'S PACKING HEAT. HERE'S THE FIRST CLOSE-UPS OF HIS GEAR.



>> PISTOL

Tanner strolling out of a club with a loaded pistol. As you do. Aside from settling disputes about pint-spilling and my-bird-looking-at, it's a great lightweight firearm.



>> SILENCED PISTOL

The silenced pistol can be used in stealthy situations to keep everything quiet. Slightly negated here by the fact that he's firing it in the middle of a crowded road.



>> MP5

But for all the meaty, car-mashing firefights that we're looking forward to, it's got to be the MP5. A proper automatic weapon for a proper criminal. Uh, undercover cop. Sorry.

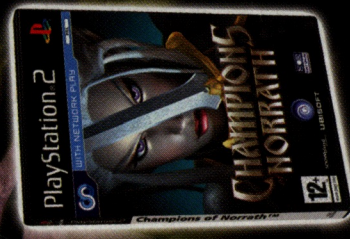
PLAYER 4

PLAYER 2

PLAYER 1

PLAYER 3

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- 8.9 - IGN.com



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PlayStation 2 **snowblind studios**

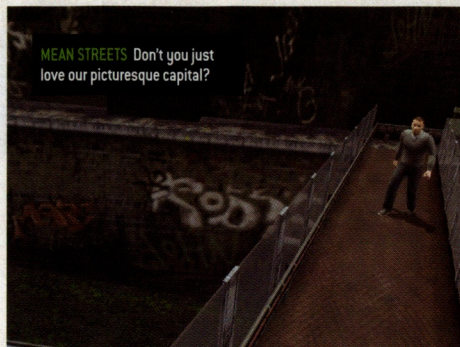


UBISOFT

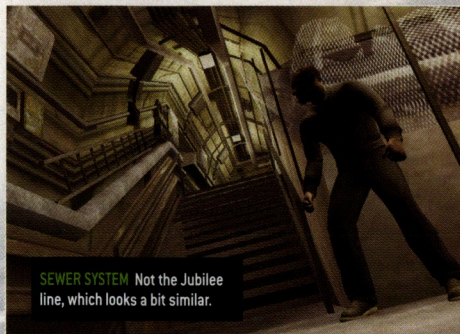
YOU AINT 'EARD NUFFINK, RIGHT?

THE TEAM BEHIND *THE GETAWAY 2* DIDN'T WANT TO NARK ABOUT THEIR UPCOMING SEQUEL. BUT AFTER A BIT OF "GENTLE PERSUASION", WE GOT 'EM TALKING. HERE'S THE FULL SKINNY. JUST KEEP IT UNDER YOUR HAT.

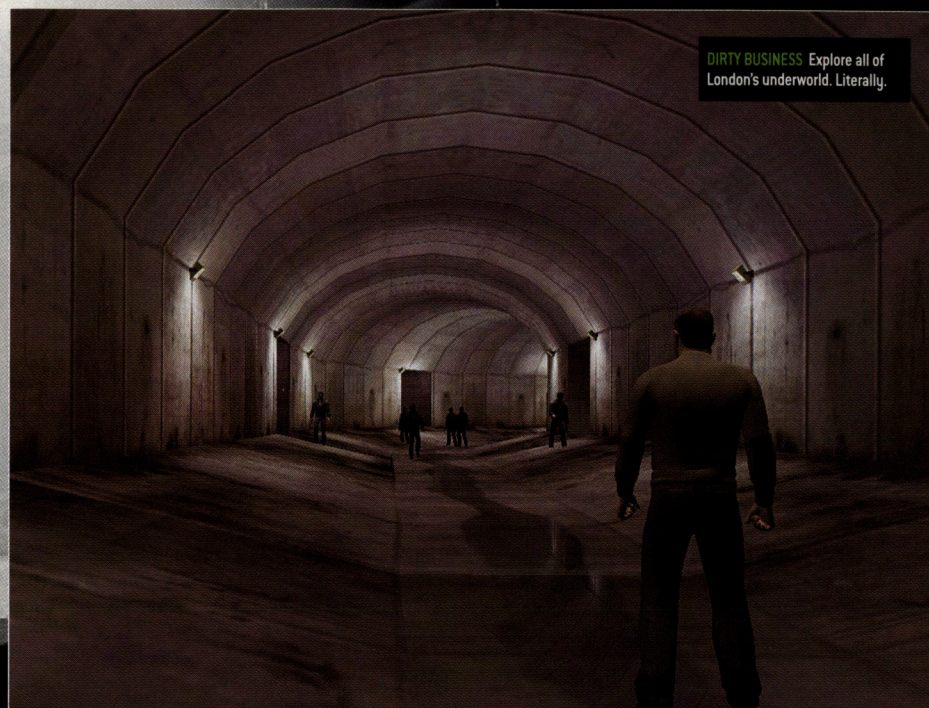




MEAN STREETS Don't you just love our picturesque capital?



SEWER SYSTEM Not the Jubilee line, which looks a bit similar.



DIRTY BUSINESS Explore all of London's underworld. Literally.

Word is you've been mouthing off about *The Getaway 2*. How it's gonna be all this and that. Well you don't know nuffink. Not till you've heard it from the nag's north and south. Get a load of this...

>> *In what areas can we expect to see the biggest improvements over the original game?*

To achieve everything we wanted in the new version we've had to make some drastic changes to the engine. Luckily, the architecture of the engine was very modular, so we were able to concentrate our efforts in the key areas we wanted to expand on most. Major improvements have been made to the graphics engine allowing us to have more characters in the levels and have a much more moody atmosphere. We've also been working on the dynamics to allow improved vehicle handling and some very significant additions. Watch this space! Another area that's been given an overhaul is the enemy intelligence; the bad guys have much more freedom to move around and we have made major improvements to the group behaviour, as well as the traffic.

>> *Last year you told PSW that: "The next step is another 12 missions concentrating on Marc Hammond". Why was this idea shelved?*

This was never more than an initial idea we had very early in development. We had a lot of plans for the next game, and the full sequel was the only option that would cut it.

>> *Many people complained that it was difficult to shoot in the first game. Do you feel this criticism was justified? Everyone is entitled to their opinion and if we said that *The Getaway* was perfect we'd be lying. We have taken a long hard look at the player controls, resulting in a complete overhaul of the underlying system. What we have kept from *The Getaway* is the intuitive and simplistic nature of the interface. What we have improved is the ease and precision of character movement.*

A lot of third-person games allow the player to control the camera, but for a cinematic game like *The Getaway*, the camera is a powerful tool for creating atmosphere in the level. We have been working hard on improving the camera to make the gameplay experience as gritty, real and enjoyable as possible. The philosophy behind *The Getaway*'s camera has always been that the player should play the game, not the camera.

>> *Do you intend to improve the shooting in the sequel? We have made improvements and additions to all aspects of the control, in both driving and on-foot modes. There are some great new additions to the character combat move set, some are now unique to specific characters*

and locations, while there have been some very exciting improvements to the way the health of the player is reflected in the control of the character.

>> *Will we see more in the way of traffic to reflect London's badly congested roads?*

Since the congestion charge was introduced into London we've actually seen a large fall of traffic in the Capital!

>> *Has the area of London used in the first game been expanded or changed in any way for *The Getaway 2*?*

The Getaway's focus has always been central London, that's the interesting part. The focus this time round has been to add more depth and detail. There really was no point in expanding the city outward to the suburbs, that's not really of interest to anyone. The story takes you through a brand new set of locations including over 17 brand new interior locations. We've added much more depth to the city.

"IT'S A STORY ABOUT HEROES AND ANTI-HEROES, COPPERS AND GANGSTERS; PEOPLE OUT OF THEIR DEPTH, TRYING TO SURVIVE AGAINST THE ODDS."

>> *What can you tell us about the new character Eddie O'Connor? How similar to Marc Hammond is he?*

The main gangster character in *The Getaway 2* is Eddie O'Connor. He's a traditional gangster, thug and anti-hero in every sense of the word. Deadly and heroic, he's not afraid of confrontation, but he has brains to match his brawn. Eddie is an amateur boxer and part-time thug who gets in over his head on a supposedly simple job. This sets off a chain of events, eventually sending him into an explosive showdown with the new London gangland king.

>> *What new game modes are being included?*

Last year it was suggested that a Black Cab and London Bus mode were omitted from *The Getaway* due to lack of time, but might make an appearance in the sequel. Free roaming will be available from the beginning too. We know a lot of people in London who wanted to drive around the places they lived, work and hung out.

>> *What are the major themes that *The Getaway 2* deals with? Do you think they will prove controversial?*

The themes of the new game follow *The Getaway* tradition of realism in London's ganglands. We've never set out to be controversial; we simply reflect real life.

>> *What can you tell us about the storyline to the new game? Is it a direct sequel to the original, or does the story begin completely afresh?*

The new *Getaway* is not a sequel in the traditional sense, but it does build on the events of the first game. *The Getaway* was a snapshot of the events taking place in London in that time, the new game is a new snapshot of what's happening now. As the two games take place in the same city there are some very obvious common elements, but the new story is not just a simple continuation from the end of the first game.

We pick up the story two years after the events on the Sol Vita. London has moved on, but some things never change. New gangs have moved in, some old gangs are making new friends, some of the villains are getting desperate and it's getting dangerous. It's a story about heroes and anti-heroes, coppers and gangsters; about people out of their depth, trying to survive against the odds and come out on top.

>> *What about other forms of transport? Will we be able to get on the tube network this time?*

Significant enhancements have been made to the vehicle list. We have more variety in the vehicles available, as well as improved quality in both the visual appearance and feel of the cars.

>> *Will *The Getaway 2* stick with the 'no icons' concept of screen display? How about a map?*

We have been busy looking at new and innovative ways to provide feedback without breaking the cinematic clarity of no on-screen display. Realism and 'Zero Screen Litter' are central parts of the cinematic philosophy of *The Getaway*, it's something we hold very dear to our hearts. Although the new game sees an evolution of the principals set out in *The Getaway*, the central idea of cinematic clarity will not be changing.

>> *How sizeable a task is it to get all the necessary permissions for use of vehicles and shops in the game?*

The backdrop of London isn't much of a problem because it's considered 'incidental'. Securing car brands can be harder though. Some car manufacturers don't like to be associated with the kind of story we are discussing.



TEXT PSW! SEND KEYWORD "PSWEDITOR" TO 85100* AND START TXTING!

Write to us at: Dialogue, PSW, Future Publishing, 99 Baker Street, London W1U 6FP
or email: psw@fxmi.com

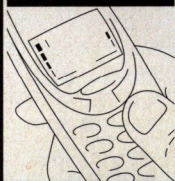
"AS IF THAT WASN'T ENOUGH, THE MEDICAL STUDENTS HAVE NOW OFFERED ME MONEY TO AMPUTATE MY THUMB"

WIN! THE CHART TOP 5!

Letter of the month wins the top five games and a £50 voucher from game experts CEX. That's around £250 worth of free stuff! In layman's terms, that's like having about six hundred grans all giving you the silver out of their horrible dirty purses to go and buy some liquorice with.



TEXT PESTS



If PS2 is so good why are they bothering with PS3? Get out of that one you tw@ts! PS Don't hate me.
Boychunder

Watched the Fast & the Furious Tuesday nite, was in jail by Thursday morning, is this a record?
Smoothcriminal

Need 4 Speed Underground is so fantastic my socks literally melted. Although it might have been cos I wore them for eight days running.
Anon

New writer Mark Sorrell used to steal my chips at school. Tell him he owes me AT LEAST 350 chips, ta.
Sam Houston

Apparently U can get it from a toilet seat but only if you can fit one all the way up.
Hera7

By the time this is printed I'm A Celebrity will be over and I will have no excuse but to retreat to my plush den to play Medal of Honor again. Boo!
Anon

I DISLIKE POOR GAMES

I've been a content, happy gamer for some 20-odd years or so now but I am being dragged over the edge by ego-driven games' developers that pry hard earned cash out of our gullible hands. Who do they think they are? Are you really telling me that D.N.A. was a good game or Medal of Honor: Rising Sun was as good as Frontline, I'm sure that developers were, and still are, avid gamers. So, by all means, they should know what a good game looks or plays like... or is it just sales they're bothered about these days? Or do they just rely on brand loyalty to sell games? Why can't the games-testers they employ test these games to see what the reaction is first, instead of rushing a turkey out for Chrimbo? Have I got a case for Trading Standards? I think not. It just proves that you guys do most of the hard work for many of us with your reviews, and it's up to us to take note.

David Robinson, Audenshaw
Dave, Dave, Dave. Nobody's forcing you to buy rubbish games, are they? Unless you have a grinning maniac with a 12-bore shotgun standing over your shoulder urging you to make shonky purchases, you have nothing to worry about. After all, you have us, right? And we tell you which games are good, rendering most of the high profile turd-polishing exercises by game publishers absolutely useless. Be calm. **MS**

NOT THE BIG NEEDLE!

I'm emailing you with the help of my wife for my shot at trying to win your sympathy for a PS2 game to keep me sane! I've just been released from hospital, after staying there for over a week. What's wrong with me? Well, here's the tear-jerking bit that will hopefully score me a PS2 game: At first, I was wrongly diagnosed with flu — GPs are just great! But then, after my temperature reached a

staggering 39.9 and I started passing out, I was admitted to hospital where they discovered that I had pneumonia in the lower right lung! After more passing out, vomiting and certain other things you associate with a loose bowl, I was also found to have suspected meningitis. To say I feel like I've been to Bosnia and back is an understatement. To test for meningitis I had to have something called a lumbar punch. What's that, I hear you ask? It's when a team of crack docs set up a small oil rig on your lower spine, inject you several times with a numbing agent which doesn't bloody work, and then they pull out this needle that looks uncannily similar to one of the weapons in Doom. Once

they've punched this into your spine they can then measure the flow of fluid from your brain. Oh, and they also take some blood — just for the hell of it!

I must admit the NHS has a few minor defects — my bed was like the General Lee from the Dukes of Hazzard. The sidebars would only go partially down, so it was like climbing in and out of the General Lee. Anyway, I hope I've tugged enough on your heartstrings. I'll stop now.

Craig Andrews, via email

Your story brought a tear to our eye. Not our real eye, of course, because that would be callow and womanly of us. But rather to our 'inner eye' — the one we hide in our brain. Not enough of a tear, however, to send you free games. Just enough to print a pic of a sexy nurse to cheer you up. Don't let wifey see, and get well soon.

JT

SOME DAY MY PRINCE WILL COME

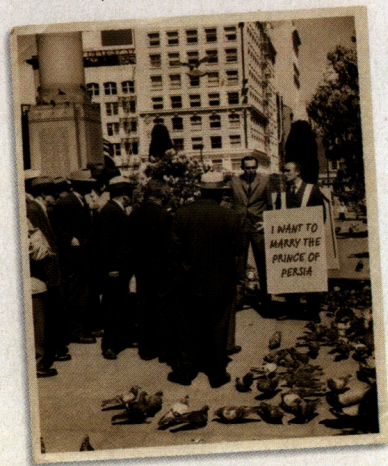
How, may I ask, can a classic franchise and absolutely amazing game like Prince of Persia: Sands of Time bomb so badly. All of the reviews for the game have been good and there couldn't have been any more advertising for it. Yet people haven't bought it. Has the world gone mad?

They forever go on about when the next adult platform game, that's not overly cutesy, will come out, and then they get one and don't appreciate it. How can a game as bad as Terminator 3 do better than this. In future don't waste your money on bad games — read the reviews that the PSW foot soldiers slog their guts out to bring you on a monthly basis. That is what they are there for — to help you make informed choices.

Wes, Moreton in Marsh

Listen to Wesley, people, for he's the King of Truth. Sadly, some games just don't do well, regardless

of how hard we try to tell people about them. Still, all PSW readers know what a joyful experience the new Prince of Persia is, and that's enough for us. You generally find that it's the sequels that rake in the cash, after people like you have gone out and stood around with megaphones outside train stations proclaiming how great the first game was. So keep at it, wise one. **LN**



BOARD STUPID Still, it's better than "Golf Sale".

ENGLAND NEEDS YOUR THUMBS

As a student I am constantly on the lookout for easy cash in return for little or no work. Recently my neat little side-earner of humiliating my flatmates at Pro Evo and Tiger Woods 2003, and stripping them of their cash has come a cropper. This leaves me with the uncomfortable thought of a term-time job. Now, I know you probably think I'm just another lazy, tax-dogging ****, but I feel it my duty to uphold the age-old student tradition of dossing. This job stuff is dangerous, and anyway, I'm already rattling like a tube of Smarties courtesy of the pills that I'm paid to take by the local pharmaceutical company. As if that wasn't enough, the medical students at my college have offered me money — TO AMPUTATE MY THUMB! I don't trust these loafers to cut my hair, never mind have them chop off my PS2 analogue caresser. If worst comes to worst do you think they would accept a toe? Cheers!

Ben Broughton, Sheffield

Bloody students. If we had our way, we'd force all of them to cut off their thumbs, just to stop them playing PES3 all day. This would then force them out into the real world where they'd have to earn money through proper hard work, only to give it all back to the taxman. The only solution we can suggest is to take the money and run, causing a nationwide hunt. You'll need a wise-cracking comedy sidekick, a love interest and a sinister bald doctor who'll stop at nothing to get the thumb he craves. Just a suggestion. **JB**

WHAT EVER HAPPENED TO...

I vaguely remember that your mag once had an item about games in progress that were somehow never heard of again. I have a few games in mind and I would like to know if they are still coming out. The games are: *Breaker*, *Lamborghini* and *Red Dead Revolver*. All three games look like they disappeared, or did I just miss something? Please give me an answer. Many thanks.

Frans van der Veen, The Netherlands

Lamborghini was unfortunately cancelled but the development team behind it is currently making the extremely tasty-looking *Juiced*. Turn to page 56 for loads more on this racing meets car modification sim. *Breaker* currently has no UK release date, and *Red Dead Revolver* is coming out later this year via Rockstar (but it looks a bit brown and smelly). **MS**

GRAND THEFT UH-OH!

What's happening to Rockstar? Ever since *GTA: Vice City* all their games have been utterly depressing and have all been about death and destruction. *Max Payne 2* is a decent enough game but I can't play it when I'm in a good mood. The same goes for *Manhunt*, which seems completely obsessed with the dark side of humanity. There's one thing worrying me — will the next *GTA* be a good laugh, or will it just be full of doom and gloom like the others?

Sandz, via email

We think that the next *GTA* will retain all the qualities we know and love in the series. In other words, as long as you consider shooting innocents and ramming into police vans to be healthy activities, you'll be fine. But as for the rest of Rockstar's decidedly dour output, we expect levels of happiness normally associated with cancer wards and pet funerals to continue. **LN**



REACH FOR THE STARS

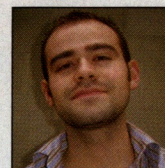
PlayStation2 has some great games: *GTA Vice City*, *PES3*, *Metal Gear Solid 2* and so on. But when was the last time a truly magnificent, original and standard-setting game came along? It's high time for another to come along. I hear you talking excitedly about *Killzone* and *Driv3r*, but how many times have hyped games fallen on their face? *True Crime* was good, but not nearly good enough and *Medal of Honor: Rising Sun* had inescapable flaws. However, both these games were hyped up in the same way that *Killzone* and *Driv3r* are being hyped up now. Don't get me wrong, I'm not totally pessimistic, but I can't ignore the fact that there are signs that many developers have given up on PS2 and are now

spend most of their energy preparing for PS3. Please PSW bring us the good news. Reassure us that *Killzone*, *Driv3r* and *MGS3* will be the most spectacular games of their type, ever. Our mighty console deserves nothing less.

Mark Lucherini, via email

We never judge a game before we've played it. But everything we've seen from *Driv3r* and *Killzone* — which includes playing some levels from early versions — leads us to believe they'll be easily as good as the great games of the past. As for *MGS3*, well, it could still fail on some levels, but it'll definitely be something new and a bona fide work of art into the bargain. Don't worry — the sun will come out tomorrow. We know this because we heard it in a documentary about orphans that was on the telly over Christmas. Annie, we think it was called. Strong stuff indeed. **RM**

THE PSW TEAM IN FULL >>



>>LEE NUTTER
"I don't care if all your fingers are broken!"
Lee's saying here. "Give me 16 pages by dawn!"



>>RICHARD MELVILLE
Dep Ed Melville looks like the cat that got the cream. And the Mis-Teeq interview (page 102).



>>JOFF BROWN
Why is Joff so smug? Because he thinks he's cleverer than God. God disagrees, though.



>>JON TODD
Another cheeky grin, this time from the Toddster. You can't see the lady, but she's 'down there'.



>>MARK SORRELL
Mark's settling in nicely, just about. You can't see the policeman, but he's 'down there' too.



LETTER OF THE MONTH THIS IS YOUR BRAIN ON GAMES

You know those David Cronenberg films where the boundaries between electronic entertainment and actual reality become blurred to the point of utter confusion? Well, on the way back from the pub the other evening my mate started complaining that his feet were sore. "No Problem," I thought to myself, "I'll just steal a car... Oh... wait..." Now, that was just a split-second brain-fart, but for that split second I actually thought that stealing a car was an okay thing to do! But that's not the end of it. I was walking through town the other day when someone came out of an alleyway behind me. What did I do? I only tried to turn my head around by pressing R3! Then, the other day I tried to pause my food so it wouldn't go cold while I got a drink. Pause my food! What the hell! Does anyone else suffer this kind of thing? Try to lock-on to a passer by with a quick hold of L1?

Reuben Hunter, Plymouth

We're all slowly being taken over by the forces of games-ness. It's probably a global conspiracy to do with oil or something. Either that, or it's something that all dedicated gamers get from time to time. Write in and tell us your mind-bending game versus reality confusions, and we'll give you a free invisibility power up. Sorry, we meant free game. Always get those two confused... **JB**





CONFLICT: VIETNAM

> GENRE	ACTION
> DEVELOPER	PIVOTAL GAMES
> PUBLISHER	SCI
> OUT	SEPTEMBER
> ONLINE	NO

**JUNGLES, MUD, BULLETS, AMBUSHES AND
POINTY STICKS SMEARED WITH YOU KNOW
WHAT — WELCOME TO VIETNAM, SOLDIER!**

A DITCH IN THE A SHAU VALLEY, VIETNAM, 1968. IT'S RAINING. IT'S always raining. Sarge is next to you, scratching his crotch and bitching about some Hanoi girl who gave him something nasty, but you're not really listening. You pull something with pincers and too many legs out of your hair, jam your helmet back on and check your damp M60. Yep, still loaded. Always loaded. Sixteen hours without a sniff of the enemy, but the gooks are still out there. You know they're out there because it's too quiet. You look up, but all you can see are the steaming tendrils of the endless creepers, hanging down like dead man's arms. All around you the forest breathes an uncanny silence. Something's gotta give.

There's a high-pitched crack, and Sarge nudges you. As you turn around to question him, you notice the blood on your shoulder. Sarge has fallen onto you, and he's vomiting gore out of a large hole in his neck. You yell for backup as you try to spot the faces between the trees. Another shot cracks out, and you jump into the ditch up to your belly in mud. Perhaps you should've gone draft-dodging with those hippies up in Canada after all. >



“ALTHOUGH ARCADE-LIKE IN PLACES THERE IS A REAL DEPTH TO GAMEPLAY.”

Of course, all this isn't really taking place halfway around the world, 36 years ago. It's happening in the silicon bowels of the PlayStation2 right about now. It's what *Conflict: Vietnam* is all about. Four soldiers under your direct orders, stuck in the middle of 'Nam, surrounded by Vietcong. You can tell them what to do, or take direct control of any one of them if you like. Although playing *Conflict: Vietnam* is a very straightforward, even arcade-like experience in places, it conceals a depth of gameplay that isn't that far removed from (whisper it in an alarmingly low voice) strategic Tom Clancy games like *Ghost Recon: Jungle Storm* or even *Rainbow Six 3*. Only, you know, a bit more fun.

KNOW YOUR HISTORY

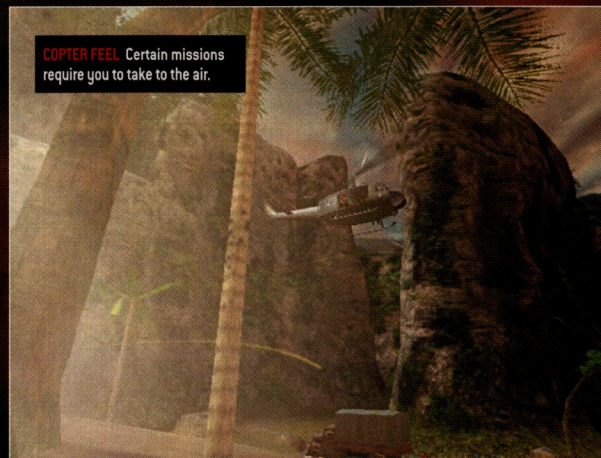
Conflict: Vietnam is the new episode of a series that made its name simulating that other controversial US-led conflict: the first Gulf War. The first *Conflict: Desert Storm* was okay. Surprisingly playable and ambitious, in fact, for a game we thought would be a bit of a cheap attempt to make some easy money off the back of international tension. *Conflict: Desert Storm 2* was better. The development team had refined the gameplay and introduced enough variation and subtlety to take the basic four-man, semi-



strategic play to a higher level. We enjoyed playing tag with tanks, and we enjoyed ordering around four people in real time even more. Thanks to a simple system that kept your soldiers mostly safe when you weren't controlling them and allowed you to heal any of them who hadn't been blown into tiny pieces, we got quite into the concept of switching between sappers, snipers and machine gunners to accomplish our freedom-loving ends. Best of all, there were times when you could throw caution to the wind and simply run in shooting merry hell out of everything in sight. Now that's what we call proper war gaming, PSW style.

One problem remained though; it was still set in the desert, or more precisely the bombed-out shell of Baghdad during the first Gulf War again. Which meant that if you weren't hiding behind a sand dune, you were likely to get spotted and killed. Graphics were workmanlike but hardly cutting-edge, and we eventually got bored of Baghdad. So it was a pleasant surprise when we heard that the *Conflict* series' developer Pivotal Games was ditching the itchy sand action for something a whole lot more challenging — the jungle-based combat of the Vietnam War.

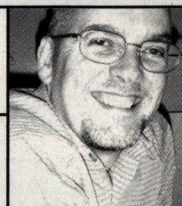
We've done jungle combat of a squad-based nature recently with Tom Clancy's *Ghost Recon: Jungle Storm*. There were a couple of problems with



GRITTY REALISM The action and the language aren't for kids.

WHAT'S THE DRILL, SARGE?

PSW GETS A BRIEFING FROM PIVOTAL GAMES MANAGING DIRECTOR JIM BAMBRA.



In moving from the Gulf to Vietnam, you've gone from the desert to the jungle. How have you gone about realising this new environment? We spent a lot of time in botanical gardens, to get the look and feel of the plants. That was the starting point. A big challenge as a developer was going from a world that's sparse to one that's populated with trees and making it viable and also dense, so we did a lot of work on the graphics engine to upgrade it, get it optimised. A lot of people have gone for 2D textures. All our stuff is 3D, you can move around everywhere. Lots of hard work! We knew at the start it was the biggest challenge, to get organic environments working.

What did you think of the jungle in *Medal of Honor: Rising Sun*?

I was disappointed with it. In general it was very spartan, and the enemy AI was... not there. The characters didn't react to guys on your side shooting past them. We pride ourselves that our AI is good, but it's always getting better. We want the enemy to be much more reactive, outthinking you. In our game we've got four guys to control so you can't just channel them down a single corridor. Enemies have to be able to respond to any situation.

Do you think that you're letting yourselves in for any controversy, making a game about the Vietnam War?

I don't see it as a problem. We're in the business of entertainment, telling stories. I don't really give a shit who won or lost the Vietnam War. The focus is on these four guys cut off behind enemy lines. We could have placed that in World War II, made a different game with the same story. We wanted a different environment and to me, what I like is to take something that somebody knows a bit about and show them how little they know. Everybody knows there was a war in Vietnam. We don't tell you who won the war or what's going on. In any case, I have the utmost respect for the people who did it for real.

What sort of research did you have to do to get everything looking and feeling just right?

Lots of reading, lots of internet research. We had stacks of books dealing with the war: manuals on tanks, handbooks, photographs. Watching movies was great fun – Mel Gibson made *We Were Soldiers* just after we started the project, which was good to watch. It's all about immersing yourself in it, the look and feel of Vietnam. But not to the extent of being needlessly realistic. To be honest, the Gulf's a lot flatter than we made it look in the *Conflict: Desert Storm* games!

These soldiers seem to have more personality than those games did.

The *Desert Storm* team were Special Forces professionals. They did a job and they did it well. In Vietnam, there's the battle-hardened sergeant Ragman who holds the team together. Then there's the Alabaman redneck, plus Junior the New Yorker who's been drafted and doesn't want to be there, and Cherry the new guy. A lot of the game's seen from his perspective. Each of these characters are individual, and moan about stuff like the rain!

this otherwise worthy title, though. The first was that it looked like it was made out of chipboard, and the second was that it was so hardcore, actual marines made excuses about broken thumbs rather than play it. The only other shooter we've played thus far with a similarly high quota of jungle action in is *Medal of Honor: Frontline*. And that let us down quite severely, what with its blocky plant life and jungles that turned out to be one-way chutes to the next area instead of uniquely explorable environments. So it's clear that the time is ripe for a proper rumble in the jungle. And we're not talking about jumping on Jordan or beating up Peter Andre. Although we kind of wish we were.

Conflict: Vietnam is pretty serious about plugging this gap. For a start, there's the weighty question of the look of it all. If you compare *Medal of Honor: Frontline*'s decidedly dodgy underbrush with *Conflict: Vietnam*'s luxuriant growth, we think you'll be pleasantly surprised. For a start, there aren't any suspiciously horizontal leaves. The same old patterns aren't seen all over the forest, and although there are paths to take, there are also heavily wooded areas without an obvious way through to the other side. Vegetation reacts to exterior pressure, bending back under the force of explosions and quivering when helicopters land nearby.

In all other ways, it's pretty unfair to compare Electronic Arts' Pacific war game with *Conflict: Vietnam*. For a start, it's a different war, and in a different country too. (Alright, okay, so they are in the same hemisphere, but that hardly counts.) The main difference, however, is that *Medal of Honor: Frontline* is a shooting game. You move to a new area and kill everyone there. Sure, there are complications. You can rescue civilians, take the odd alternative path, and find all sorts of big guns. But what you can't do is control a team to get through a hostile environment. A while back, we'd have been cock-a-hoop for *Medal of Honor*'s intensely >

JEEP AS CHIPS Commandeer various army and enemy vehicles.

COVER ME "Jones, you take the left flank and — Jones? Uh oh..."



THEY'RE EVERYWHERE! Too much tension and you'll all go AWOL.

structured play, but we're currently lusting after something a little bit more open-ended. We've played through enough environments that seem to open out expansively, only to discover they're actually just big corridors in disguise. We want exploration, teamwork and maybe even a little bit of strategy. Not too much strategy though, because we can't afford the pac-a-macs and sandals. But a bit. Which is exactly where *Conflict: Vietnam* comes in.

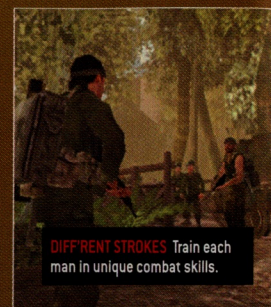
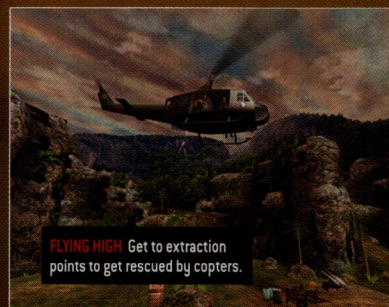
I WANNA BE YOUR THRILL INSTRUCTOR

In Baghdad you controlled SAS and other special forces; all highly trained operatives who wouldn't blink an eyelid if you told them to run to their death as a decoy, or wade into the crossfire to take out a hard-to-reach

"YOUR ACTIONS MAKE A REAL DIFFERENCE TO THE OUTCOME."

enemy. Not so now. Your four men are individuals, with their own speech, characteristics and special skills. They're also four lonely, frightened, desperate men, ready to snap at the sound of gunfire or run like hell if they lose their nerve. Send a man into a potentially hostile situation and he might well lose it, screaming "F*** this!" while emptying round after round into the nearest bushes instead of Vietcong troops.

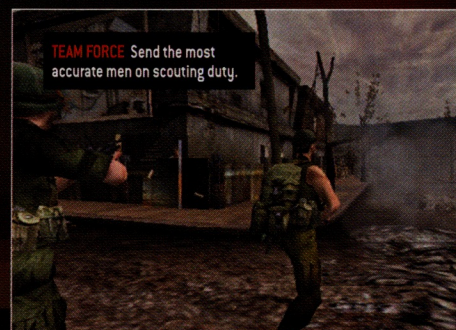
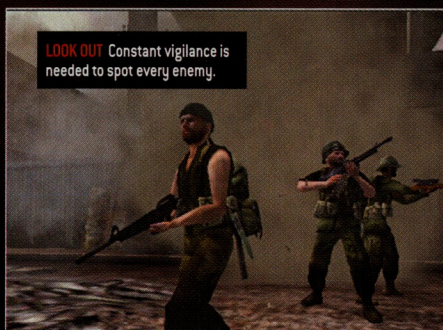
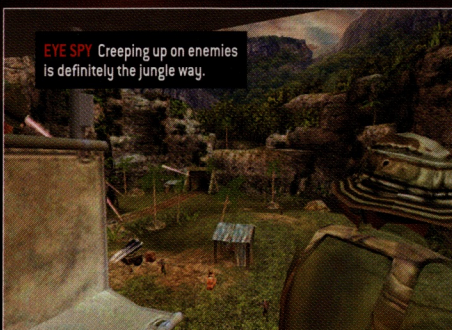
As team leader you won't just have to lead your men through enemy lines. You'll have to make sure you can control them. Fortunately, it's now even easier to order them around. When a man is down, you can now order another member of your team to heal them instead of having to run over there yourself and leave others exposed. You can also have other team members carry out specific actions while you lay down covering fire. It's all

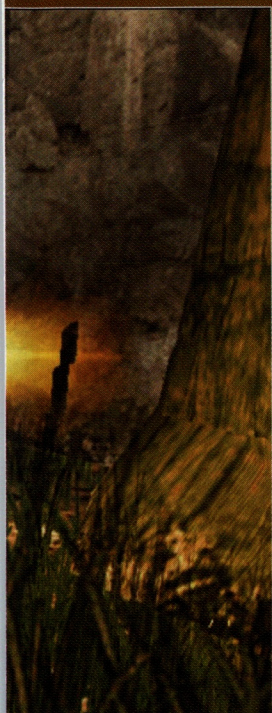


in the service of making it both fun and simple to command soldiers, rather than turning it into some kind of horrible strategy chore. As always, if you simply want to bust in and start shooting, you can. You'll even be able to complete early missions this way. But later on, it pays to start using your head as well as your trigger finger when you're confronted with hordes of well-trained enemy fighters. And we really do mean well trained, because everything you can do, the enemy can do too. Probably better.

CHARLIE'S NO ANGEL

This is because enemies, who weren't exactly a pushover before, are even cleverer now. Instead of simply deciding what to do on their own, they'll now take into account the actions of their fellow fighters. If an enemy soldier's trapped, they won't just run in a random direction. Instead they're more likely to flee the field of battle to call reinforcements (who'll actually turn up) or run to the safety of their nearest companions. It means that every time you play through a mission, your actions make a huge difference to the outcome of any battle. Fail to hit that running enemy in the back, and he'll return with all the local hard-cases to take you out. If you start running, don't expect to be able to lose enemies either. No enemy is artificially tied to patrolling a particular area, so they're all able to pursue you through the jungle, no matter how far. Try chucking a grenade at them, and they'll pick it up and throw it back. In fact, they'll even kick it away if there's no time to throw it. Fortunately, so will your buddies, so at





WE'VE SEEN YOUR TYPE BEFORE...

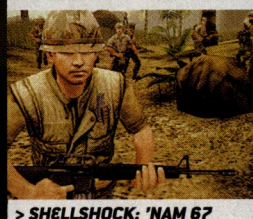
HOW *CONFLICT: VIETNAM* FITS INTO THE CROWDED FIELD OF CURRENT SHOOTERS.

FOUR MAN SQUADS LIKE...



> RAINBOW SIX 3

IN VIETNAM LIKE...



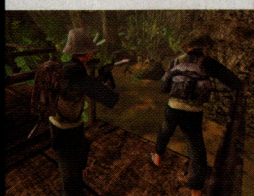
> SHELLSHOCK: 'NAM 67

STEALTH ELEMENTS LIKE...



> SPLINTER CELL: PT

US TROOPS IN THE JUNGLE LIKE...



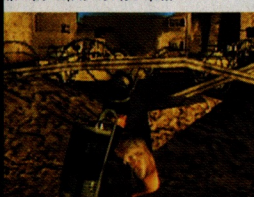
> MOH: RISING SUN

ORDER YOUR TEAM LIKE...



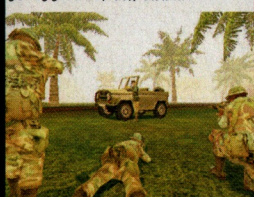
> SOCOM II: U.S. NAVY SEALS

IN THE SAME SERIES AS...



> CONFLICT: DESERT STORM 2

OUTDOOR STRATEGY LIKE...



> GHOST RECON: JUNGLE STORM

60S SURVIVAL HIJINKS LIKE...

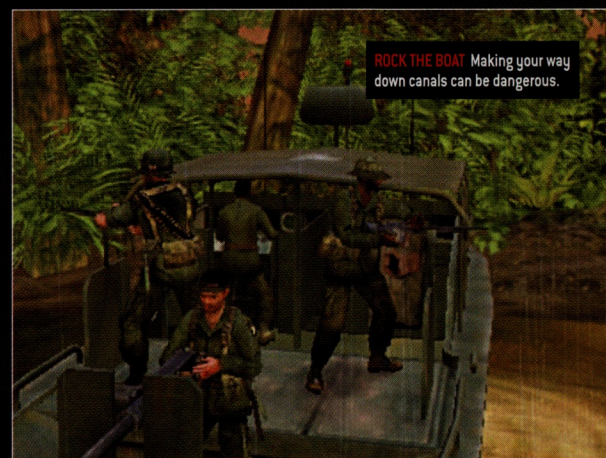


> METAL GEAR SOLID 3

least it's a level playing field. In fact, the team behind *Conflict: Vietnam* has been struggling to make the enemies stupid enough to defeat. If they were allowed to use their full range of tactical abilities, only the most skilled strategist would be able to survive.

Then there are the traps. It wouldn't be Vietnam circa 1968 without them. Remember that the Vietcong didn't just use guns to take out their US enemy. They were a rural force used to fighting in the jungle environment, and in *Conflict: Vietnam* they use every dirty trick they can. Most entertainingly lethal are the punji stakes – sharpened sticks covered with human poo, designed not just to maim but also to infect the unlucky GI who walks into it. 'Bouncing betty' mines jump up to about waist height when they're triggered, before exploding and taking your torso with them. There will be eight sorts of mantrap in all, but we're not going to spoil the surprise entirely by revealing what they all are. So if you want to know what a 'Malayan gate' does, or what a 'crow's foot' is, you'll just have to play *Conflict: Vietnam* when it comes out.

The level of immersion in the heart-pounding world of war extends to the themes of the levels. Don't expect to be given straightforward >





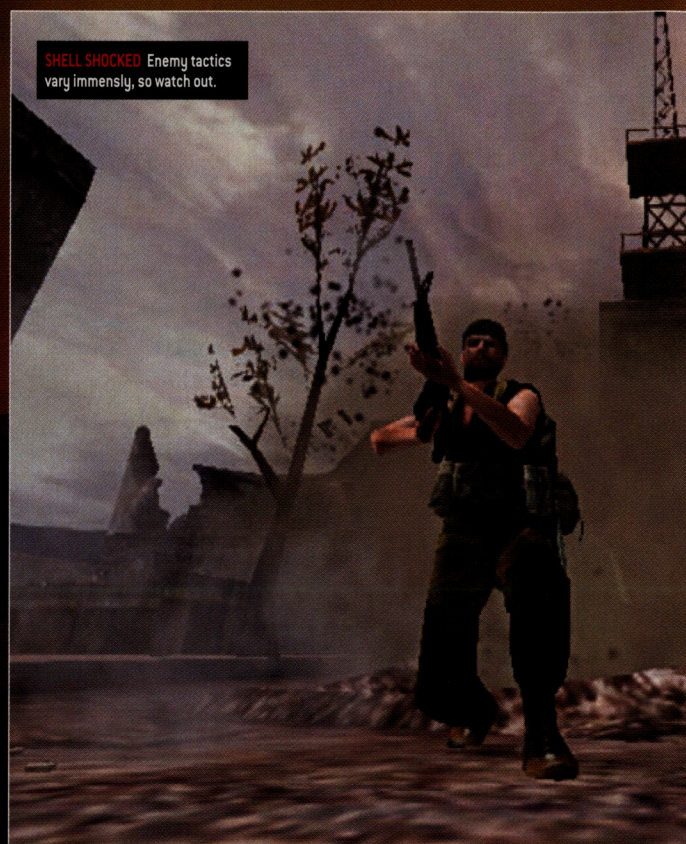
NOT ALL JUNGLE Bombed-out cities are also par for the course.

'search and destroy' missions like you see in some military sims every time. Instead, you'll need to command your war-torn team through a host of sticky situations right from the start. In the first mission, instead of merely being trained in the controls, you'll have to reach an injured comrade in the middle of battle. The second mission sees you venturing out into the wilds, before being attacked by Vietcong militia. Just when you reach the safety of a US base, it gets attacked, and eventually you'll be left stranded in the middle of an East Asian jungle with little more than your dog tags for protection. You'll really need to use your survival skills here. All in all, 14 levels compare favourably with *Desert Storm 2*'s 10. There are, we are told, even some missions where it's not raining.

THE FIRST CASUALTY OF WAR IS YOU

All this hyper-real, intelligent strategic fighting can get a little heavy on the old brain-pan after a while. Real combat also has its fair share of mindless shooting, and so does *Conflict: Vietnam*. For instance, one mission sees you riding the waves of the old French canals that scar the Vietnamese countryside. In the manner of crazed 'Nam flick, *Apocalypse Now*, you'll be one of the men on board, scanning the tree-lined horizon intently for murderous Vietcong. When the onslaught comes, you'll be hard put to wipe them all out as they swarm at you from boats, canalside huts, out of the forest and even from the water. It's fast, it's frenetic, it has absolutely no strategy involved whatsoever. Likewise, you'll be transported in a UH-1B helicopter, known colloquially as a 'Huey', over enemy territory. If you don't want to get perforated by enemy bullets, you'll have to shoot your way out of trouble from the air.

These two examples don't have you controlling the vehicle, merely gunning down enemies, but you will be able to take the wheel of an impressive number of other military vehicles. Anyone who enjoyed wrenching a Jeep around the desert in the previous *Conflict* games won't be disappointed by the amount of vehicles included in this one, from Patton tanks to enemy armoured cars. If it's shooting you like, you can



SHELL SHOCKED Enemy tactics vary immensely, so watch out.

always take control of the man in the gunner's chair. If driving's more your thing, you can command that man to open fire and take the part of the driver instead. It's this kind of open-plan gameplay that we like about the *Conflict* series; it transforms the game from being just another generic arcade action shooter into something a damn sight more interesting.

'NAM OF THE GAME

Most gratifyingly, attention to detail seems to be a big watchword with *Conflict: Vietnam*. You can now pick up enemy weapons, which seems eminently sensible given that you're in the middle of alien jungle without any backup whatsoever. Heads and limbs will all be removable, with attendant consequences — don't expect a Vietcong soldier to be able to kick a grenade back at you if he's only got one leg. Just to prove how serious the development team are the cinematic music is being recorded by a full orchestra. And expect to see almost every bit of ordnance that was used in the real war. There's everything from ancient Tommy guns to giant RPGs, via Maxim machine guns, flamethrowers, M16s and M60s. There are even AA guns, not to mention all the mounted weaponry on the many vehicles. The 40mm M-79 grenade launcher's our weapon of choice, though. Maybe that jungle heat was getting to us at the time, but there's nothing like a big, fat explosion to make those 'darn commies' see sense.

So we're all hyped up about our next tour of duty. There's not much bad



I SEE HIM! Enemies have stealth and camouflage on their side.



WAR IS HELL. *Conflict: Vietnam* won't be though. We hope.



WOOD FOR THE TREES Dense undergrowth, forbidding mood.



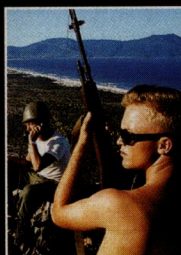
FOLLOW THE LEADER But you can control any man directly.



MEET THE TEAM Each member looks and sounds different.

CLASS OF '68

MEET THE MEN YOU'LL BE GUIDING THROUGH HELL.



Nickname: Hoss

A good ol' boy from the Deep South, Will 'Hoss' Sheffer would be chewing corn straws if he hadn't been drafted.

Likes: Banjos, tearing the ears off corpses.

Hates: Being given orders of any sort.

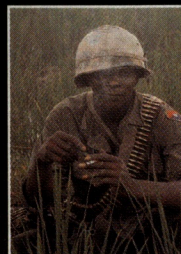


Nickname: Ragman

Sarge Frank 'Ragman' Weir is the hardest man this side of Hanoi. More scary than a division of Vietcong when he's in a mood.

Likes: The smell of napalm — at any time of day.

Hates: Undisciplined troops all in his face.



Nickname: Junior

Bruce 'Junior' Lesh was pulled from the mean streets of Queens, New York to fight — much against his will.

Likes: The thought of leaving 'Nam in 30 days..

Hates: Hoss. Thinks he's redneck scum.



Nickname: Cherry

Harold Kahler joined the army after med school. Called 'Cherry' because he's a war virgin. That'll soon change though...

Likes: Healing the sick, thinking too deeply.

Hates: Mud, guns, being shouted at.

"CONFLICT: VIETNAM SHOULD BE ONE OF THE YEAR'S COMBAT HIGHLIGHTS."

news to report, thankfully. But for all *Conflict: Vietnam*'s pleasure potential, we can see a few tiny stumbling blocks ahead. For example, the team were quite happy to talk about the immense number of Vietnam movies they'd seen, and the game is filled with cunning and detailed homages to 'Nam flicks like *Platoon*, *Hamburger Hill* and even the Vietnam-based bits of *Forrest Gump*. But we don't just want a 'best of' compilation of movie moments. We want the real deal — the actual Vietnam conflict in all its gory glory — not some watered-down movie version. And there's also the shooter *Shellshock: Nam '67* approaching from the makers of *Killzone* too, which could steal some of *Conflict: Vietnam*'s thunder if it's as authentic as we think it will be. Aside from that, this *Conflict* should be one of this year's combat highlights and a very enjoyable game to play too. Just remember to pack an extra belt of ammo before you get started.

FIRST OPINIONS

It's nice to see a series mature. It's even nicer to see it morph into a crazed guerrilla warfare sim right before your eyes. From what we've seen and played, *Conflict: Vietnam* has every chance of delivering on its promise of serious jungle combat with an action strategy twist. It aims to be an easy game to pick up and play, but with enough troop-commanding depth to keep you immersed and coming back for more. This is hardly an easy mission to pull off, but judging by the steady improvement of the *Conflict* series to date we think they'll manage it. Visually, it's already looking lush and green, just like a real jungle. Bring it on, we say — and don't hold back on the napalm either!

/JOFF BROWN

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DO NOT LOOK PLOT SPOIL

GENRE	ACTION ADVENTURE
DEVELOPER	UBI SOFT
PUBLISHER	UBI SOFT
OUT	JUNE
ONLINE	YES



SPLINTER CELL: PANDORA TOMORROW

Don't be left in the dark by Sam Fisher's return to the shadows. *PSW* has everything you need to know about the biggest stealth game of the year.

THERE'S A FLEETING MOMENT IN PANDORA TOMORROW THAT

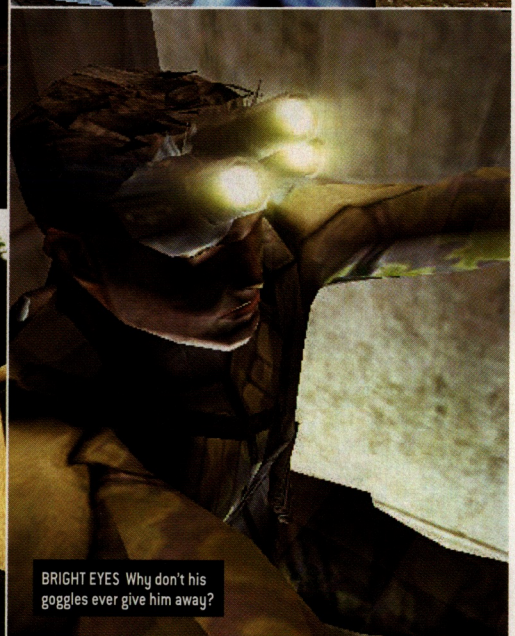
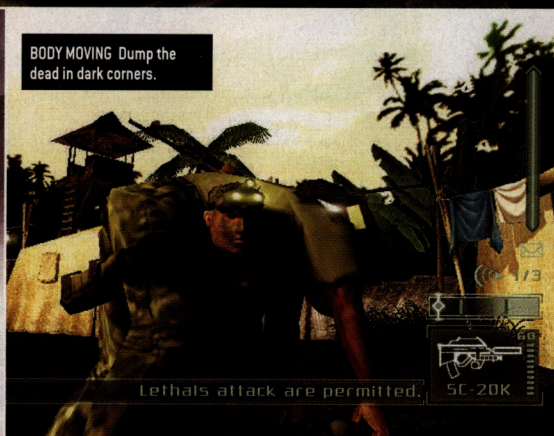
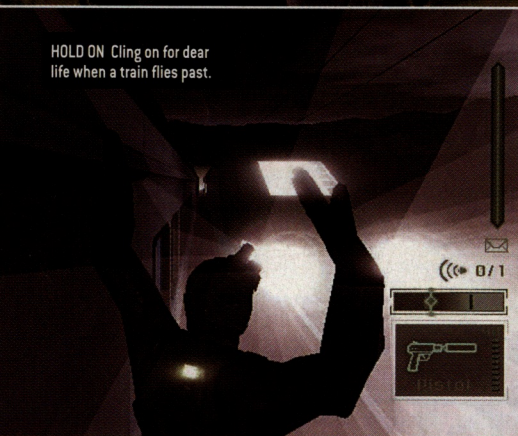
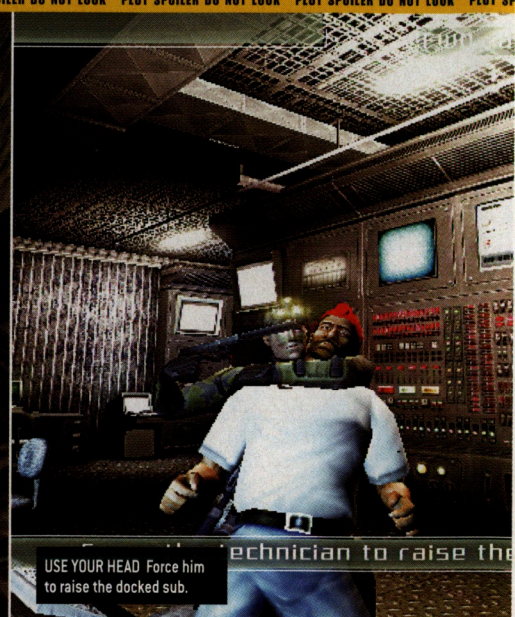
suggests a sense of humour has finally been unearthed in the development team's secret underground bunker. It's where Sam Fisher has to sneak across a courtyard without being detected by searchlights — usually a crouch-walk in a dark park for him. Except this time he's tasked with remaining inside the roaming circles of bright light instead of the shadows. A guard sporting a sniper rifle and a natty pair of night vision goggles is positioned on the other side and his only Achilles' heel is when looking directly at the blinding harsh light. Thank God there's someone poking fun at the rules of the game, because *Pandora Tomorrow* is still a ruthless exercise in trial-and-error. And that's with the emphasis on making errors. Lots of them. These will either have you praising the bastard-hard authenticity of the game, or cursing its very existence.

Never ones to shirk a challenge though, we've endured high blood pressure and made everyone in the office endure high volume swearing after accidentally blowing Fisher's cover for the billionth time, only to emerge on the other side with the lowdown on every mission and plot twist, plus the full kit and caboodle on the multiplayer mode. So, as Des Lynam might say: "If you don't want to know the result, look away now."

SHAKE A LEG

We kick off Fisher's one-man crusade against an Indonesian terrorist network with a mission called US Embassy. The objective is to recover and destroy security intelligence from under the suspicious noses of the terrorists and their guerrilla leader Suhadi Sadono. This gives a perfect excuse early on to show off Fisher's even more painful-looking agility. The major new move is the SWAT turn which, from a starting position of your back against one side of an open doorway, allows you to spin 360 degrees across the partition and finish with your back pressed against the other side. Amazingly, even if an enemy goon happens to be staring straight out of the open door, Fisher moves with such guile and speed that he won't be seen. Another new move is an extension of the ball-busting Split-jump from the first game, now called the Half-split as it lets you shift weight from one leg to the other while suspended. Ouch. Then there's the one where you wrap your legs around a beam and extend downwards so you can grip a weapon with two hands. And when hi-tech gadgets and abnormal reflexes fail to outwit or distract guards, they'll nearly always fall for the simplest of tricks — a whistle sound. In terms of weapons and gadgets, meanwhile, the pistol now has a laser sight that enemies might spot being trained on their bodies, while the upgraded thermal and night vision-equipped optical

SPOILER DO NOT LOOK



SPOILER DO NOT LOOK

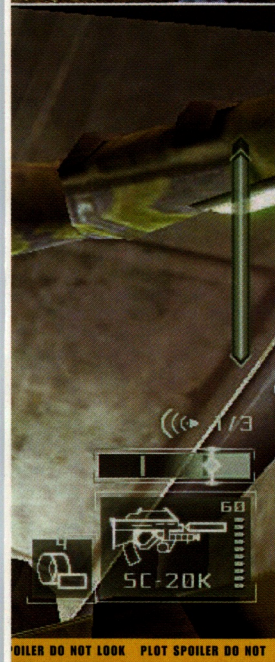
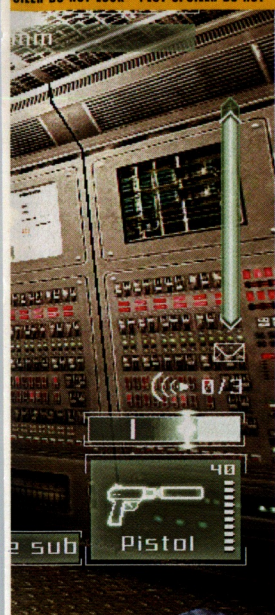
More effort has definitely been applied to the presentation of Fisher as a fully developed character too, rather than just another generic counter-terrorist that you might find in any Tom Clancy-penned story, albeit with extraordinary gymnastical abilities. In almost every level you meet fellow agents in the field, some of whom work independently of Fisher's organisation and who you must interact with for information or work alongside. Some of these offer revealing insights into Fisher's background. For example, just chatting to a character called Douglas Shetland — who you rescue in the US Embassy level — extracts snippets of information about Fisher's possibly murky past. There's mention of the pair fighting together in Baghdad and it's also revealed that Fisher was cleared of some undisclosed wrongdoing shortly afterwards thanks to the intervention of Shetland. A few missions later and you meet Shetland again. He's conducting his own, separate operation, and this time he mentions having some extra work going once his and Fisher's assignments are completed. They even arrange to meet for a beer, which must be hard work for anyone trying to hold a conversation with the monosyllabic Fisher who's again voiced by B-movie hero Michael Ironside. Could this 'extra work' be the first clue for what the third installment in the series will entail? Only time will tell, of course. Nevertheless, the inclusion of minor touches like this go some way to making Fisher a more rounded and believable character.

Some missions offer traditional fare and could have been plucked from the first game. One early example is Weapons Research, where the aim is to identify Sadono's chief mercenary. It's basically a test of how quickly you can temporarily disable cameras and slip out of their sight before they reactivate, made even more difficult since most of the level takes place in brightly lit corridors that are rigidly patrolled. The first game's problem of trying to move and jam a camera at the same time still isn't fixed either.

Still the best mission of the lot is Hesperia Railways; a level that wowed us back in our feature in issue 50. The objective is to meet Norman Soth — an operative who was originally trained by the CIA but is now considered something of a loose cannon — without being detected by any of the passengers or mercenaries scattered throughout the train. It's all about timing as you shimmy along the outside of carriages, timing your movement between windows when passengers aren't looking and clinging on one-handed when a train speeds past in the opposite direction. Or you can try to move through the carriages themselves, a feat that we suspect even hardened *Splinter Cell* players will find impossible.

The one mission that still needs some work in terms of graphics and level design is Jerusalem Market. Here the action switches to Israel, where a curfew is in place to prevent disorder on the streets. You begin without your trusty SC-20K multipurpose rifle and must make your way to a grocery shop to retrieve it and meet with a CIA contact. Although most of

DO NOT LOOK PLOT SPOILER DO NOT



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EVERY MISSION EXPOSED!

PANDORA TOMORROW'S TWISTY-TURNY STORY REVEALED MISSION BY MISSION. IF YOU DON'T WANT TO KNOW THE SCORE...



1. US EMBASSY

Briefing: An Indonesian guerrilla group led by Suhadi Sadono has invaded the US Embassy. Hostages include Private Military Corporation CEO Douglas Shetland, who carries intelligence data that you can't let fall into Sadono's hands.



3. HESPERIA

Briefing: Norman Soth is on the southbound Hesperia train accompanied by French and Syrian mercenaries. He's at the other end of the train. Reach and question him to determine whether he's a friend or a foe. Big clue: he's a foe.



5. HEROIN VILLAGE

Briefing: 'Pandora Tomorrow' is the code for Sadono's insurance policy against a US attack. He makes daily calls to US locations delaying the release of a smallpox virus for one more day unless he's killed or apprehended. Intercept the call.



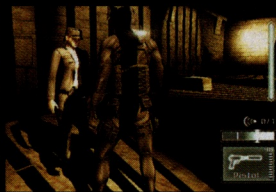
7. TELEVISION STATION

Briefing: After tracing the call there's no need to keep Sadono alive, so he's now open to attack. Meet with CIA operative Ingrid Karlthson who's working undercover in the TV station where Sadono is located and capture him.



2. WEAPONS RESEARCH

Briefing: An enemy agent codenamed 'Mortified Penguin' has broken into the Saulnier cryogenics lab with a gang of French and Syrian mercenaries. It's up to you to uncover his true identity and discover his motives.



4. JERUSALEM MARKET:

Briefing: Third Echelon has linked Sadono's Springfield demonstration to the purchase of an unknown biological agent on the black market. Fisher must meet with Israeli intelligence agent Dahlia Tal to infiltrate the black market.



6. SUBMARINE DOCK

Briefing: The 'Pandora Tomorrow' call is forwarded through an encrypted relay in the communication system of a docked submarine. Access the communication system in the sub to trace the call.



8. AIRPORT

Briefing: Soth and his mercenaries have breached Los Angeles airport with plans to unleash the smallpox virus. Kill all the mercenaries, neutralise Soth and recover the virus before it's released on 250 million burger-chomping civilians.

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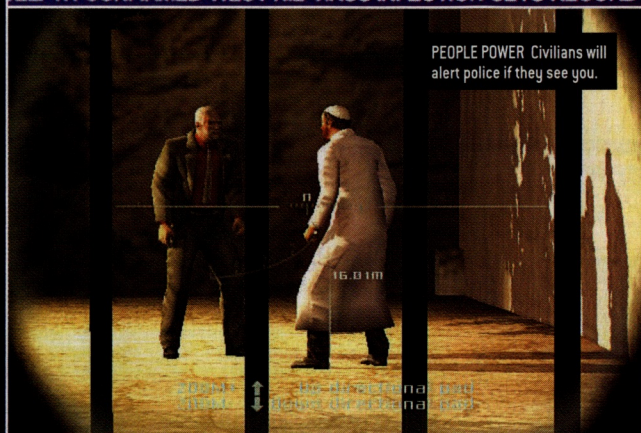


TOP STORY News briefs help flesh out the twisty story.

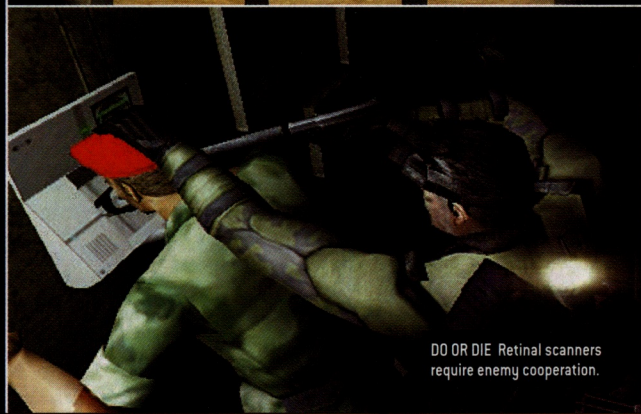
May 20th, 2002

TIMORESE CELEBRATE INDEPENDENCE

ELFTH CONFIRMED WEST NIL VIRUS INFECTION SETS RECORD



PEOPLE POWER Civilians will alert police if they see you.



DO OR DIE Retinal scanners require enemy cooperation.

PLOT SPOILER DO NOT LOOK PLOT SPOILER DO NOT LOOK PLOT SPOILER DO NOT LOOK PLOT SPOILER

the streets are free of civilians, they can still spot Fisher from inside their homes and will run to the nearest patrolling policeman if they do so. With no alarms allowed this is definitely a mission for those with bags of patience.

LIGHTS, CAMERA, ACTION

The most spectacular looking level is called Heroin Village, which shows up about halfway into the game when you're hot on the trail of Sadono and his evil plans. While it's not the full jungle experience to trump *Metal Gear Solid 3: Snake Eater* we were promised, you do at least begin the mission among lush trees and foliage that sway in the breeze and flop back and forth when you move through them. All very nice indeed. Pretty soon though, you're out of the jungle and into the familiar terrorist camp set-up to plant an explosive device on Sadono's plane.

A welcome surprise is the mission called Submarine Dock, where Fisher finally gets to flex his muscles. As ever you begin in lush grass on the edge of a heavily guarded camp, from where you must sneak inside to reach some caves that lead to the sub. For once, there's no conceivable way to reach the sub and make it to the extraction point without a fight. But with the aid of explosive barrels handily placed near groups of enemies your escape isn't so demanding. It's arguably the only section within the entire game that could be described as traditional 'run-and-gun' fun.

Television Station is probably the toughest mission of the lot. Just getting into the building is difficult enough, with your path complicated by a

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"IT'S STILL A RUTHLESS EXERCISE IN TRIAL AND ERROR. BUT MOSTLY ERROR."

Locate and question Norman Soth.

Pistol

HEAD COUNT Keep deaths to a minimum on the train.

STALL HOLDER Shoot out the lights in Jerusalem Market.

Lethal attacks will result in Mission Failure.

LASER SIGHT Mercs can set traps on multiplayer maps.

AMMO 4/30

Frag G.

LIGHT FANTASTIC Lighting effects are truly spectacular.

Locate and question Dahlia Rao.

TIME'S UP Grab Sadono before his TV speech ends.

KEEP TABS The spy bullet tracks a mercenary.

THE HARD WAY OR THE EASY WAY?

ALMOST EVERY PROBLEM HAS TWO SOLUTIONS.



Kill as many guards as possible with the SC-20K's sniper scope.



Take the lift, but watch out for the last guard who has a clear shot.



Watch out for more guards on all the levels of the walkways.



Activate the lift, but drop down instead onto a handy zip line.



Kill the last guard while hanging and zip along to the sub.



Drop into the sub's hatch before anyone else spots you.

MAPPED OUT

THE SPIES TAKE ON MERCS IN THE NEW MULTIPLAYER MODE.



DEFTECH BELEW

Spies: In your favour are the maze of boxes and crates that suit a third-person perspective. And you can always climb out of trouble. **Mercs:** Take advantage of the excellent vantage points and be sure to place surveillance equipment around whatever you're protecting.



SCHERMEHORN

Spies: There are at least three levels to this large map, so climbing or dropping out of harm's way is always possible. **Mercs:** The narrow walkways and tight sewer system don't allow the spies much room for a speedy exit, so if you gang up you can easily cut them off.



MUSEUM

Spies: The ventilation system means you can bypass the many security cameras on the ground floor level. **Mercs:** If the cameras spot any spies they can be isolated easily as there aren't many ground floor exits. And the museum itself is very well lit.



MOUNT HOSPITAL

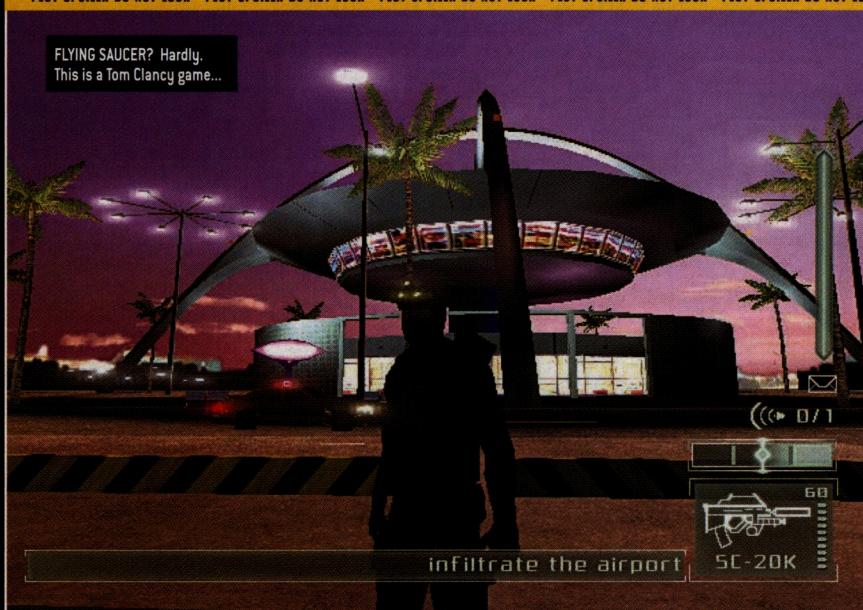
Spies: There are some great vantage points in the darker, more decrepit areas of the hospital located upstairs. **Mercs:** Again, it's very brightly lit everywhere else. And there are some handy laser traps already in place so you can use your surveillance gadgets elsewhere.



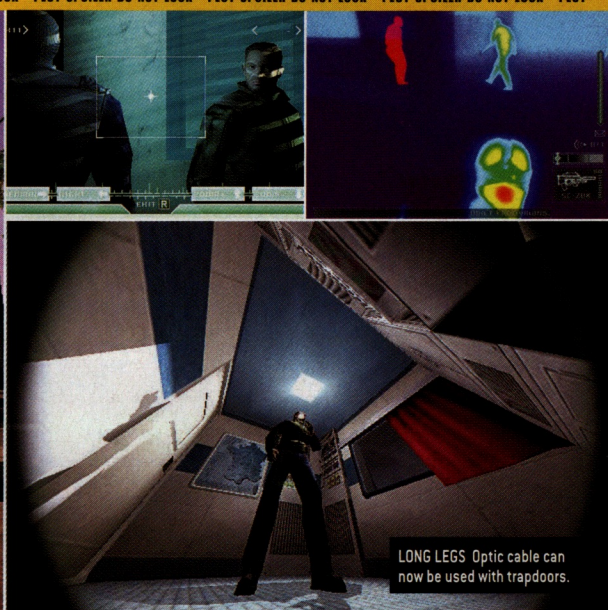
KRAUSER LAB

Spies: It's the smallest map so the tubes are easy to find and bringing them back is pretty straightforward. **Mercs:** Since there isn't such a large area to defend you can concentrate your surveillance equipment. The lab doors also take time to open.

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infiltrate the airport



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combination of mines that can only be seen using thermal vision and searchlight beams that only normal vision and night vision can pick up. From there you meet CIA agent Ingrid Karlthson and get to actually work alongside her, instead of just listening to expository dialogue. Karlthson is working undercover until a phone call from Soth puts paid to that and she suddenly becomes a prime target. It all culminates in a race to the studio floor in order to grab Sadono from behind before his televised speech under armed guard ends, dragging him to the roof with a gun pointed at his head to meet a waiting chopper.

SWEET DREAMS MY LAX

And so to the final mission: the showdown with the betrayer Soth. He's infiltrated Los Angeles airport with his gang of mercenaries, and together they intend on unleashing the smallpox virus. You begin by sneaking into the back of a cargo truck and must evade detection by police, a very irritating sniffer dog and the usual troupe of security cameras before making it into the airport. One further problem is that the mercs within are disguised as airport employees. You'll only be able to distinguish who's who by using your thermal vision to spot the mercs' increased body temperature — a side-effect of the smallpox vaccination they've all taken.

The single-player game is excellent training for the four-player multiplayer mode, which successfully transfers the stealthy stalking to what's usually considered a bit of a free-for-all environment. The set-up is spies versus mercs in a two-on-two or three-on-one game, with the spies

attempting to infiltrate a base to steal data and the mercs trying to stop them. While the spies are only equipped with non-lethal weapons, the mercs are armed to the teeth with all kinds of surveillance gadgets such as lasers and cameras. Get spotted by a camera when playing as a spy and any nearby doors are sealed off, though these cameras can of course be hacked into. Other merc gadgets include a vision mode that detects when a spy's night/thermal vision goggles are being used and another that only shows moving objects. The odds would be stacked against the spies were it not for their electroshock weapon that causes a merc's controller and screen to shake if you hit them in the body, and their entire heads-up display to clear if you make a head shot. It's a delicate balancing act that's still being tweaked, but with the addition of a restricted first-person view for mercs instead of the spies' more panoramic third-person perspective, the set-up has huge potential.

SPY HUNTER

Within the mercs versus spies multiplayer mode there is a further choice of four individual game types: Neutralisation sees the spies hacking the security system of the virus-carrying ND133; in Sabotage they must hack the control system; in Extraction they must steal the fluorescent green tubes containing the virus and take them to the exit point; in ID Tags it's the ND133 control cards that must be recovered. In truth the quartet play very similar, but obviously there are different strategies to follow depending on which map you play.



I KNEW A GIRL CALLED PANDORA

There's no doubting the fact that *Pandora Tomorrow* is one of the most technically accomplished games we've ever played. But it is also one of the most infuriating too, all of which is pretty consistent with the first game. There's still the tendency to be detected without actually knowing how or why, which doesn't really help you learn from your mistakes and is a big turn off if you haven't quite reached the next save checkpoint and therefore have to replay a big chunk. An audio meter would make a great complement to the shadow gauge too. The three-stage alarm system is a decent stab at reducing the difficulty, though we'd like to see the alarms revert back one stage far quicker than they do at present. As luck would have it there's still time for tweaking. Originally on track for the end of March, the game has been delayed by a few months due to worryingly vague 'development issues', which might be a blessing in disguise. On the rare occasions that you can actually see what's going on without resorting to night vision, *Pandora Tomorrow* sure looks well tasty. We'll let you know just how tasty in our full review very soon. Watch this space.

FIRST OPINIONS

Very similar to the first game in that there's a small number of missions which will take weeks to crack. And once you're done with them there's the potentially brilliant online multiplayer mode to test your mettle even more. Stealth has never been so hardcore.

/ JONATHAN TODD

CHOOSE YOUR WEAPON

THE MERCS AND SPIES ARE FIGHTING FOR CONTROL OF A VIRUS. HERE'S WHAT YOU'LL FIND IN THEIR KIT BAGS.

SPIES



STICKY CAMERA

A miniature camera with 360 degree pan and zoom, plus night and thermal vision modes. They're reusable too, so keep tabs on 'em.



FLASH GRENADE

Need to make a sharp exit? Toss one of these in the direction of an enemy and watch his blinded eyes weep as you leg it.



CHAFF GRENADE

Not quite as powerful or debilitating as the frag grenade, but another useful way of buying yourself some time.



SPY BULLET

Creep up behind a merc and hit him with one of these non-lethal bullets and you can trace his movement through the map.

MERCS



FRAG GRENADE

There are 6.5 ounces of high explosive in one of these, which is enough to kill or at least seriously wound anyone in range.



TAZER

A high voltage discharge that gives spies an incapacitating shock, and probably causes them to discharge something of their own.



PROXIMITY MINE

Attach one of these to almost any surface, lie in wait for a spy to approach and pull the trigger. Body parts everywhere. Brilliant.



SPY TRAP

Another mine, but this one can be attached to the ND133. It takes a few seconds to remove too, leaving spies vulnerable.

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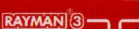
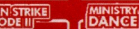
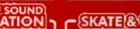
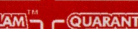
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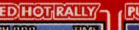
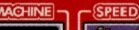
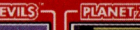
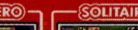
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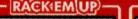
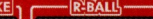
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> NICE PANTS

Is it any wonder he's so angry when he's forced to wear these ill-fitting, orange trousers?

"THE ENEMIES ARE SO BAD, THEY STICK DRUGGY NEEDLES IN YOUR EYES."

THE SUFFERING

WELCOME TO A WORLD OF VIOLENCE FEATURING DEATH ROW, MURDER AND DEMONS INTENT ON STICKING SYRINGES INTO YOUR EYEBALLS.

> GENRE	ACTION ADVENTURE
> DEVELOPER	MIDWAY
> PUBLISHER	MIDWAY
> OUT	APRIL
> ONLINE	NO

WE'RE USED TO VIOLENCE AT PSW, IT'S A

regular part of our daily lives. Not feeble office spats involving paper clips and inflatable swords, you understand, but the sort of terror and bloodshed that only PS2 can bring to our very safe lives. In the real life world of *PSW*, people bring us post, give us coffee and tidy up after us while we sit around playing games and doing the odd bit of work. In the fantasy world of *Manhunt*, people put plastic bags over your head and break your legs. In *Silent Hill*, fleshy genetic accidents try to eat you alive and *Mortal Kombat* features enough casual butchery to make you think twice about playing straight after a meal. Games have become more mature, sure, but they've also become bloodier and very nasty in the process.

A SPINE IN A BAP

The very title of *The Suffering* suggests things aren't going to get any happier and if you came expecting a riotous adventure featuring a jamboree of certified A-List, kiddy pleasing platform heroes, turn back now. The enemies in *The Suffering* are so bad, they stick druggy needles in your eyes and then devour your spine like crisp rhubarb. And that's before we even consider what a horrible creation the, er, hero of *The Suffering* is. We meet Torque as he sits on death row, slowly perfecting his Hugh Jackman hairdo, waiting to face death by electrocution. Slowly going mad with a bunch of sadistic room mates, Torque has frequent flashbacks in the form of random pictures featuring a little girl and a morbid looking lady. That's the wife and kid and you've killed them both. Apparently. Although you're not too sure and just when you think you should be in the loony bin rather than prison, all hell breaks loose. Mere hours from taking the hot seat in the grimmest lock up in the world, Torque witnesses an earthquake and fountains of blood pouring from the heads of nearby guards. Then monsters descend on the grim penitentiary quicker than muppets on treasure island and they're just as lively.

SLICE AND DICE

Aside from the monsters and other touches of fantasy, the real world of *The Suffering* is every bit as moody and depressing as *Max Payne 2*. By playing the gore card and adding the kind of crimson fountains witnessed only in the earliest of eighties horror movies, *The Suffering* will also appeal to *Silent Hill* fans. If, that is, they realise that every three seconds of tension is punctuated by three minutes of wild shoot-outs and furious stabbings. In essence, *The Suffering* is as action packed as a scrolling beat 'em up and plays like one too. The left stick controls your direction while the right stick points your weapon towards a target. It sounds like a first-person shooter and, with a tap of the square button, magically becomes one. It's as if *The Suffering* was originally conceived as a shooter and a third-person view was tacked on to promote comparisons to *Silent Hill* and not, like, *Killzone* or the competing swathes of quality shooters on the market. Cynicism aside, *The Suffering* does benefit from the mix of game modes. It's highly satisfying to slice an enemy into submission and then flick to first-person mode to perform a screaming execution by Uzi.



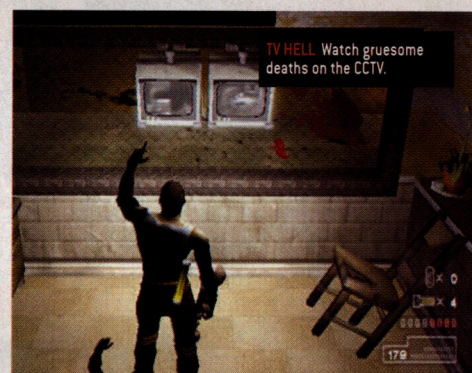
LIMB FROM LIMB After a while you just get used to it.



FIRED UP Creatures can even attack from the ground.



BAD TRIP This happens if you take drugs, kids.



TV HELL Watch gruesome deaths on the CCTV.



LOSE YOUR HEAD A guard who's permanently off duty.



THE SUFFERING FACT!

> INSIDE OUT

Watch as Torque disappears and you see from his viewpoint. The game becomes a first-person blaster!

> SPOOK CENTRAL

Enemies with guns built into their bones, enemies with enough fat to smother the Pop Idol winner...

> RAGE GAUGE

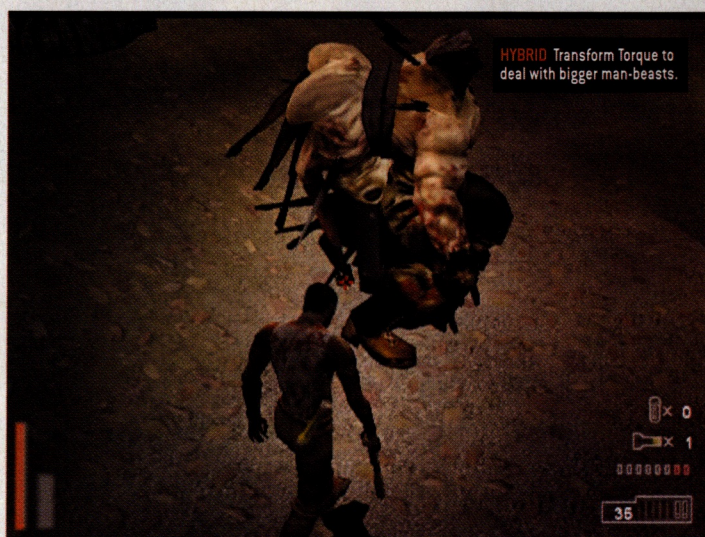
Get even by morphing into a hideous man dog, like the Hulk only uglier and possibly the product of bestiality.

> WANTED: DEAD OR ALIVE

Are you a murderer or a mad man? The plot warps your mind and presents different endings.



IT'LL STING A BIT Don't let the needles pierce your skin.



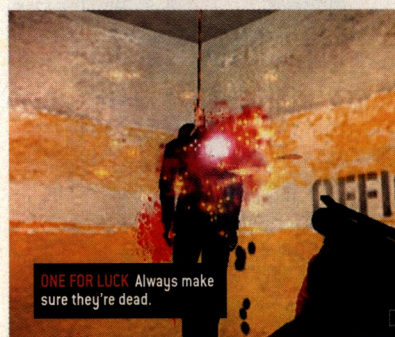
HYBRID Transform Torque to deal with bigger man-beasts.



BODY ODOUR Ah, so close you can feel the creature's sweat.



MESS HALL The officer's station isn't the prettiest of sights.



ONE FOR LUCK Always make sure they're dead.



GET THE POINT The evil being didn't ask for a piggyback.

I SEE DEAD PEOPLE!

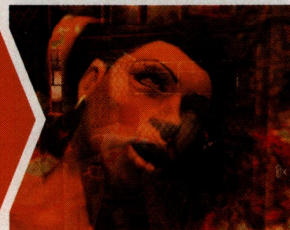
SPOT THE SPOOKY CINEMATIC COINCIDENCES IN *THE SUFFERING*.

Every so often, Torque has nightmarish visions of his dead family which appear as eerie photos on screen. Where did this idea come from? Hmm, let's have a think. OK, thinking over, now take a look at the comparisons below...



THE SIXTH SENSE

Hayley Joel Osment is alive but keeps seeing dead people. And, guess what...



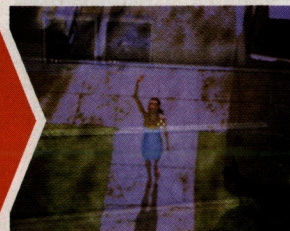
THE SUFFERING

Torque does too. The corpse of his wife flashes on screen, without warning.



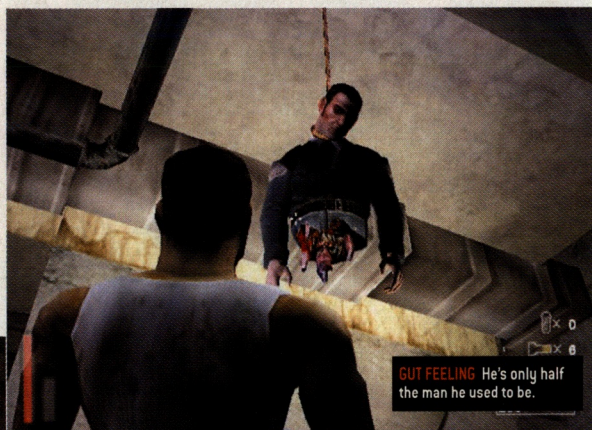
THE SHINING

Danny keeps seeing twin girls dancing around. Dead ones, that is.



THE SUFFERING

Torque sees a single girl spinning around. Sadly it's his dead daughter.



GUT FEELING He's only half the man he used to be.

JUST ONE MORE HIT

But let's not forget that *The Suffering* isn't all about violence. At least ten minutes is spent pondering your possible innocence regarding the messy end of your family and, depending on how you behave in game, three different endings present different verdicts on your mental state. You could end up as a hero, villain or raving lunatic.

There's also the chance to temporarily change into a giant beast if your rage gauge boils over and you can then thump the hordes of obese face suckers into brick walls. The cast of adversaries is not only disgusting but genuinely intriguing. The most notable beast initially appears to be a crawling lizard thing, then at 50 paces appears to be a human and, on closer inspection, actually turns out to be a hideous zombie junkie. Illuminous syringes are imbedded in its spine like spikes and, even better, the freakish member of the undead can climb on to you and go straight for the eyes. Let the beast get close enough and the camera flicks to extreme close up for sickening eyeball extractions. If you're not squirming like a mud wrestling porn star by now, you probably have some kind of restricted movement disorder.

CAN YOU STOMACH IT?

After breaking free from prison, Torque is free to explore open forest areas and work his way through mental institutions. In a nod to proper, survival horror adventures, Torque can use security cameras in the prison and make use of telephones when he finds them. Rather than devices to advance the wafer thin and rather confusing plot, the security monitors and telephones exist, like the rest of *The Suffering*, to scare you. Seeing a bulging Jabba The Hutt-style enemy kill prison guards on a flickering black and white TV screen is scary. It's even scarier when you notice that the same monster has machine guns embedded in his belly and is coming round the corner to get you.

MAKE SOME NOISE

The Suffering brings equals amounts of excitement, panic and fear to a genre obsessed with creaking chandeliers, crooked doors and zombies that approach at the speed of slugs. The frantic action isn't going to suit everyone and if you're exactly the type of person who wants to see empty dining halls, hidden keys and mysteriously vocal furniture, then perhaps the forthcoming *Resident Evil Outbreak* is more your cup of tea. But for those hankering after rapid fire violence regardless of the dodgy story, lack of tension and hundreds of horror clichés, *The Suffering* will provide gruesome enjoyment. Even if your mother doesn't approve, *The Suffering* will create the kind of situations and stories you can verbally recite to friends, while their eyes become wider and wider.

FIRST OPINIONS

We were expecting a *Resident Evil* style adventure and were surprised to discover that, at its core, *The Suffering* is a shooter with adventure elements. The grim setting and style are appealing and will provide quick fire kicks. And there's no better place to empty your shotgun than down the neck of a zombified drug monster.

/ RICHARD MELVILLE

WHAT THE MAKERS SAY

"*THE SUFFERING* REVOLUTIONISES THE HORROR GENRE BY COMBINING INTENSE ACTION-ORIENTED GAMEPLAY WITH AN AUTHENTIC PRISON ENVIRONMENT HAUNTED BY GHOULISH APPARITIONS."

WATCH

THEIRS

fun,
anyone?
PlayStation 2

www.socom2-game.com





> IN HIS PRIME

The leader of the Autobots. He's been resurrected more times than Freddy Krueger.



"TAPS INTO WHY YOU GOT HOOKED ON THE TOYS IN THE FIRST PLACE."

TRANSFORMERS

THE "ROBOTS IN DISGUISE" ARE BACK IN VOGUE THANKS TO THE NEW ARMADA RANGE. ARE YOU READY FOR A HEADY WAVE OF RETRO COOL?

> GENRE	ACTION ADVENTURE
> DEVELOPER	MELBOURNE HOUSE
> PUBLISHER	ATARI
> OUT	MAY
> ONLINE	NO

AS DEATHS OF POPULAR CHARACTERS GO,

Optimus Prime carking it during 1986's *Transformers: The Movie* is bigger than Chewbacca choking on his own fur in a recent *Star Wars* tie-in novel. The big-screen cartoon purged most of the old guard to make way for a new breed of robot/vehicle hybrids, reducing many a pre-pubescent boy to tears in the process. That is until the Autobot leader was resurrected a year later when *Transformers* bosses realised they weren't shifting as many toys. Cynical? Us?

The latest line-up designed to help sell plastic action figures to a new generation is *Transformers Armada*, on which this game is based. The 'more than meets the eye' mantra is taken a step further with Mini-cons that plug in to each Transformer to improve their battle features. Scattered throughout each level, these Mini-cons include one that lets you slow down time in true *Max Payne* style, one that turns Energon trails visible (think heat vision), plus another tractor-beam weapon that picks up and flings robots about. You can take them back to Autobot HQ through an activated warp gate and then stomp around a previous level equipped with them. It sounds laboured, but if you're a *Transformers* fan the number of possible Mini-con combinations taps into why you got hooked in the first place.

WELCOME TO PRIME TIME

The Mini-con combinations just about justify the fact that only three Autobot characters are playable. That's right, there's no living it up as an evil Decepticon here. You get Optimus Prime, who's slow but can carry the most Mini-cons and transforms into a semi truck; Red Alert, who has the best armour and changes into a rescue vehicle; and Hot Shot, who's the weakest but is the most agile both in and out of his sports car incarnation. Hot Shot and Red Alert handle quite similar, and the only time the vehicle becomes necessary is to make long jumps over canyons or retreat quickly. Perhaps a level devoted entirely to combat racing would have given the vehicles more impact.

The lion's share of the game is spent working through gigantic levels and figuring out where to go without a radar or mini-map to guide you. Although *Transformers* is a third-person action game with platform jumping bits, it plays like a first-person shooter. The left analogue stick controls your Autobot, the right stick moves the crosshair and you can also switch to a first-person view to zoom in on targets. The Decepticons only appear as mini-bosses, or magnificent end-of-level bosses in the case of convertible aircraft carrier Tidalwave. What you tend to find are small pockets of solid Decepticlone resistance punctuating long periods of having nothing to do, which makes for an unevenly paced present.

FIRST OPINIONS

Devotees of *Transformers* can breathe a sigh of relief — this looks a cut above your usual game license. It's visually impressive and the Mini-con combinations offer plenty of destructive fun.

/ JONATHAN TODD



DROP OFF Dropships release more Decepticon grunts.



HOME BASE Run-and-gun in the Decepticon mothership.



SHIELDS UP Protect yourself by attaching this Mini-con.



FOREST FIRE Decepticons try to hide in the Amazon.



DO THE STOMP The first boss is tiny compared to the rest.



HOT SHOT His yellow sports car is the quickest vehicle.



NO CHANCE Even Optimus can't take out a dropship.



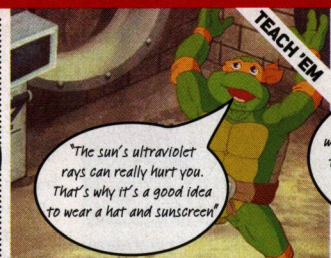
BLAST OFF Flying snipers populate the Pacific level.

IN ALL GOOD STORES NOW!

GENUINE MORALS FROM 80S CARTOONS AND THEIR CASH-GRABBING TOY ADS.



"We all like to give and receive presents, but if a stranger tries to give you gifts, say 'no thanks' and tell your parents"



"The sun's ultraviolet rays can really hurt you. That's why it's a good idea to wear a hat and sunscreen"



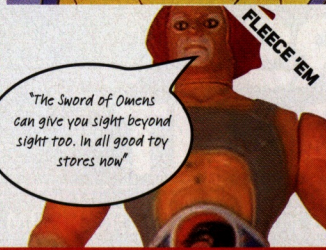
"Rules are only meaningful if people agree to follow them, otherwise they're just words"



"Come and buy me, kids. And there's more of us to collect us in spin-off show She-Ra"



"Ignore our spiritual guide Sensei Splinter. Beat the crap out of each other with these Nunchaku"



"The Sword of Omens can give you sight beyond sight too. In all good toy stores now"



RAG DOLL Fling him about using your tractor beam.



BACK OFF You can retreat quickly in vehicle mode.



TRANSFORMERS FACT!

> WAR OF THE MACHINES

Eight environments include Alaska, the Amazon and Antarctica with the finale on Cybertron.

> ROBOTS IN DISGUISE

The game uses the transformation sound from the original 1985 series, if slightly higher pitched.

> MORE THAN MEETS THE EYE

Unlike *Hyper Steet Fighter 2*, the bundled extras don't include the animated movie. Shame.

> MEET THE TEAM

Movie sequences are produced by Japanese company Buildup, which also did the *Soul Calibur 2* intro.



MEET THE ENEMY

See these guys? They don't mean well. In fact, they're evil. Yeah, and they look so nice...

"THIS IS THE DEFINITIVE
STAR WARS VIDEO GAME
EXPERIENCE."

STAR WARS: BATTLEFRONT

THERE'S NOT A JEDI IN SIGHT AS FOOT SOLDIERS FROM BOTH SIDES OF
THE GALACTIC STRUGGLE BATTLE IT OUT WITH BLASTERS AND VEHICLES.

> GENRE	SHOOTING
> DEVELOPER	LUCASARTS
> PUBLISHER	ACTIVISION
> OUT	OCTOBER
> ONLINE	YES

JUST THE SOUNDS OF THE STAR WARS

universe are enough to get us all in a tizzy. The scream of TIE Fighters, the fizz of blaster bolts and the biddy boo whoop bid diddy boo of R2D2. Sadly, the promises of *Star Wars* video games in recent times have, with very few exceptions, been revealed as nothing more than filthy lies. Nonetheless, the potential of a mass multiplayer shooting game where we all get to be the Stormtroopers remains as tempting as ever.

Adopting the lightsaber of justice, we dissected the meat of *Star Wars: Battlefront* and discovered it is one of those few games where all our "wouldn't it be great if..." fantasies seem to be coming true. The inclusion of no less than 15 different useable vehicle types — including AT-ATs, AT-STs, Speeder Bikes, SnowSpeeders, X-Wings and TIE Fighters — is genius. The choice of locations for your adventures is similarly impressive, with familiar *Star Wars* planets like Tatooine, Hoth, Endor and Naboo all figuring. The ability to play as Imperial or Rebel troops from the original trio of movies, as well as Clone and Republic troops from the prequels should please all comers, while having to adopt the position of a lowly grunt rather than some flashy Jedi hero will inject a rare sense of innovation and interest. It's all shaping up to provide a comprehensive experience. Well, almost.

KILL THEM, ALL OF THEM

The total absence of Jedis within the game will upset some but we can well understand how it might be somewhat detrimental to the gameplay. A massive bunch of lightsabered-up Jedi badasses smashing each other to bits would be a fearsome sight but it might unbalance matters somewhat. Take solace instead from the totally unscripted gameplay, where every encounter plays out differently, and your decisions have an immediate and realistic impact on the battlefield action. No more waiting for that soldier (you know, the one with the hat) to come round the corner he always comes round — this is about reacting to intelligent enemies as they react to you. Anyone who's experienced *Halo*'s organic battles on Xbox or PC will appreciate just how much this can add to a game. It gives you a genuine feeling of being there.

The biggest surprise though, is the size of the multiplayer battles. Up to 16 players will be able to duke it out online, but with a LAN set up that number will rise to a truly epic 32. The chances of getting 32 televisions together at one time are as slim as a sheet of paper but 16 players should still be enough to make for some truly huge battles. The sheer scale of things demonstrates LucasArts' commitment to making this the definitive *Star Wars* video game experience. Despite the atrocious track record of *Star Wars* games, the amount of detail, thought and innovation going into this title is almost enough to make us believe this could be something a bit special. Here's hoping.

FIRST IMPRESSIONS

A genuinely interesting and fresh game based around the greatest license of them all can't be a bad thing. Despite having our reservations, this could well turn out to be something really quite special. Keep your eyes on *PSW* for the full story as it unfolds.

/ MARK SORRELL

STAR WARS: BATTLEFRONT **FACT!**

> IT'S THE PITS

Unique features will include the Sarlac pit on Tatooine. Digested for a thousand years? Nasty.

> NO DISINTEGRATIONS

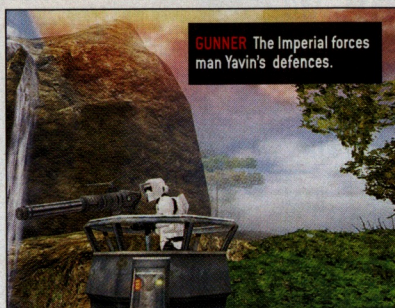
Everyone's favorite Dark Lord of the Sith, Darth Vader is reputed to make an appearance during the game.

> RISK

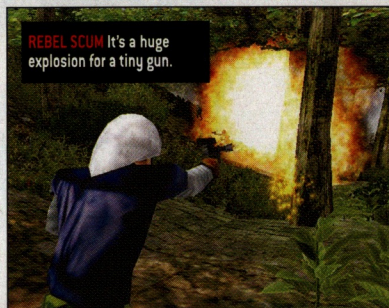
Your victory or defeat in one battle will have an effect on the overall outcome of the war.

> TOO HOT TO HANDLE

All the large scale battles from the films will be available for play in the finished game.



GUNNER The Imperial forces man Yavin's defences.



REBEL SCUM It's a huge explosion for a tiny gun.



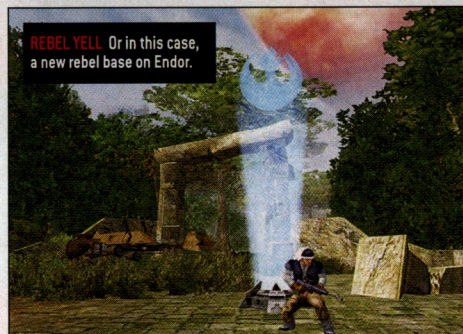
TIE-O-OF WAR This TIE pilot misses his steed.



STORMTROOPERS Find out if those uniforms chaff.



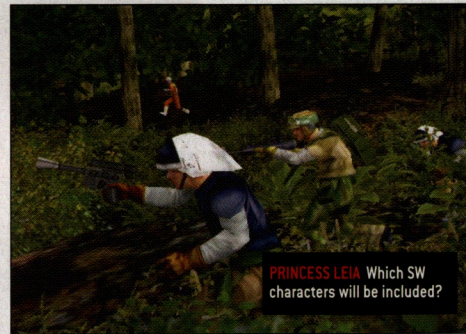
DARTH SOLID Sneaking about yeilds results.



REBEL YELL Or in this case, a new rebel base on Endor.



WHAT EWOKS? The forest battles make use of cover.

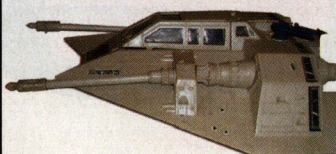


PRINCESS LEIA Which SW characters will be included?

EASY AS FALLING OFF A BANTHA

A GUIDE TO THE VEHICLES YOU'LL BE COMMANDEERING IN BATTLEFRONT.

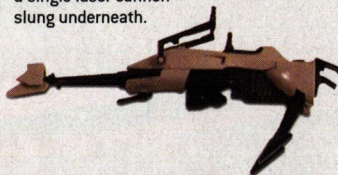
SNOW SPEEDER



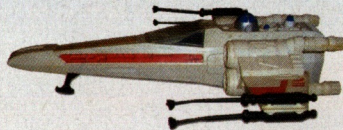
Modified T-47 airspeeders pressed into service for the Rebels. Ideal for patrol and defence duties. Fitted with twin laser cannons at the front and a harpoon gun at the rear, this two-man vehicle can also provide excellent support to ground troops.

SWOOP BIKE

These Aratech manufactured bikes provide cheap and easily maintained transport to all; from poor moisture farmers on Tatooine to Imperial Troops on Endor. A ubiquitous everyman, utilitarian vehicle; fast efficient and effective. Imperial version comes with a single laser cannon slung underneath.



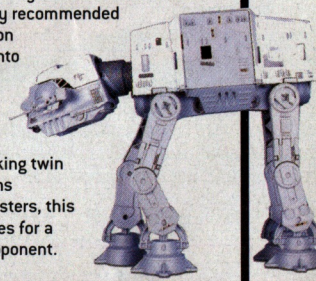
X-WING FIGHTER



The Incom T-65 X-Wing Starfighter is the most recognisable symbol of the Rebellion's fight against the Empire. Packing four laser cannons supplemented with photon torpedoes, the X-Wing is a fast, nimble and very rugged assault vehicle. R2 units can help navigate.

AT-AT

The All Terrain Armoured Transport is manufactured by Kuat Drive Yards and comes highly recommended for insertion operations into inhospitable terrain. Standing 15.5 metres tall and packing twin laser cannons and twin blasters, this vehicle makes for a fearsome opponent.



FEATURE
DRIVEN

GENERAL TUITION CENTER

HONDA
S2000

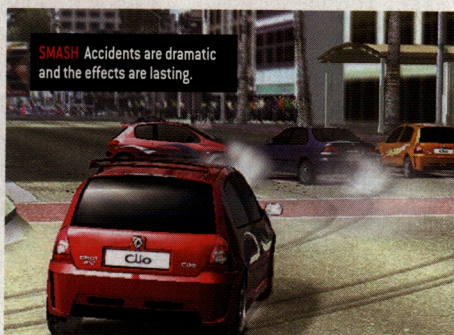
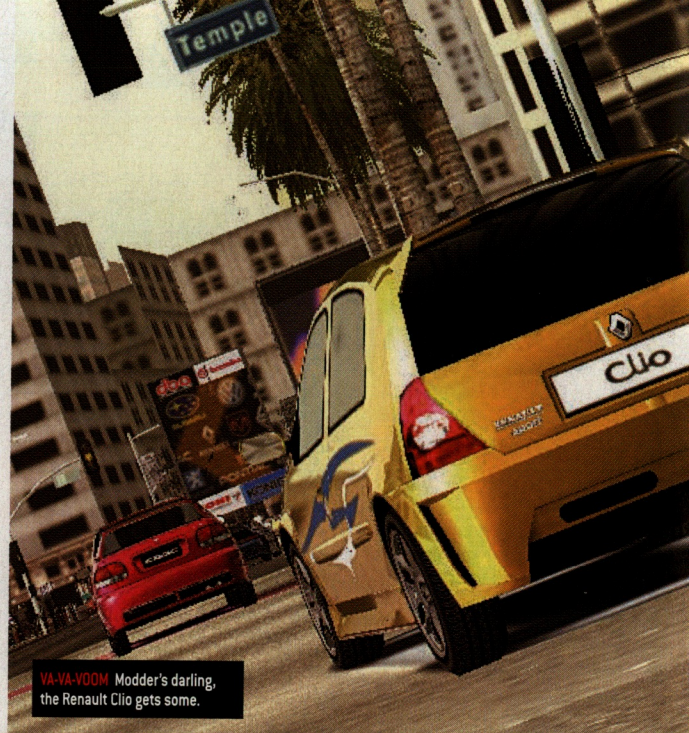


JUICED

JUICED TAKES NICE TAME FAMILY MOTORS AND TURNS THEM INTO HISSING, SPITTING HELLBEASTS. IF YOU THOUGHT NEED FOR SPEED UNDERGROUND WAS GOOD, JUST YOU WAIT...

> GENRE	DRIVING
> DEVELOPER	JUICE GAMES
> PUBLISHER	ACCLAIM
> OUT	SEPTEMBER
> ONLINE	YES

CARS ARE BRILLIANT. WELL, NOT ALL CARS. THE THREE-WHEELED AND hideously brown one your next door neighbour had; that wasn't brilliant. The car that broke down on your way to Glastonbury when you were 17 years old, leaving you stranded on a dual carriageway in the dark for 11 hours; that wasn't particularly brilliant either. But a bright purple Nissan Skyline with a six-foot wing on the back and 20" wheels, that can notch up 200mph just for fun? Now that *is* brilliant. Likewise, the ability to turn a family shopping saloon into a completely insane fibreglass and carbon fibre monstrosity with more grunt than a McLaren F1 in a bad mood, that's undeniably ace. Ladies and Gentlemen, welcome to *Juiced*. >>



ON A MISSION FROM MOD

Juiced is all about making the most insane car imaginable and earning the respect of your car-driving peers by driving that car in an impossibly cool and skilled fashion. Gameplay is driven by two things: earning money and earning respect. Drive like a bastard and you may win the race and the money but you won't win any respect. That's all very fine and dandy for the less social among you — you can win every race, have all the money in the world but you'll still be stuck in a dodgy car with no friends. Drive well, however, and earn respect from your peers and you'll get invited to race on new tracks and be able to trick out your motor with ever more extravagant and effective bits. It's your call.

And friends are what you'll need if you want to become king of the roads. The Crew system works off the back of the Respect meter — the more respect you get, the more racers will join your crew and hence allow you to enter and win team races. Again, respect is key. In team races it's

not always necessary for *you* to win the race, so long as one of your team mates does. You can dictate your team mates' aggression and hence their speed during the race. Push them too hard and they'll eventually crash, ruining your carefully laid plans for world domination.

There's also a gambling system that allows you to put side bets on, either predicting the outcome of a race or having a private wager with a member of the opposing team. Sometimes it's not even about coming first, but ensuring the race turns out the way you've betted. Even when you've managed to get your hands on masses of money and gained the respect of your fellow maniacs, you still won't be finished.

To finally become the master of all you survey, you'll need to drive in every style in the most extreme machines imaginable. There is a Cruise mode that sees you performing crazed stunts in an attempt to impress your peers. This works a little like the *Tony Hawk's* series with combos built up by linking moves into each other for big bonuses. U-turns, J-turns and donuts are among the huge repertoire of acrobatic moves you can pull off with some clever handbrake use. These sections are performed to a time limit rather than a number of laps, which allows you to 'interpret the space through the medium of arsing about in a car' without having to

CARPOCOLYPSE

JUICED PRESENTS A HUGE SELECTION OF CARS, FROM NORMAL TO MENTAL, ON WHICH TO PERFORM SICK AND TWISTED ACTS OF AUTO-CRAZINESS. HERE ARE EIGHT OF THE BEST.



RENAULT CLIO V6



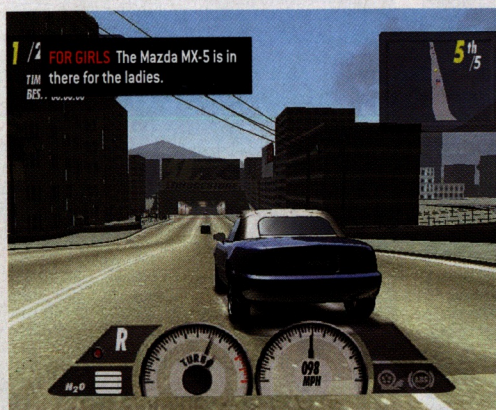
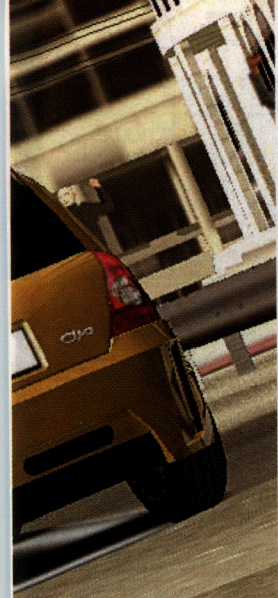
HONDA S2000



VOLKSWAGEN GOLF GTI



NISSAN SKYLINE GT-R (R34)



"MORE GRUNT THAN A MCLAREN F1 IN A BAD MOOD."



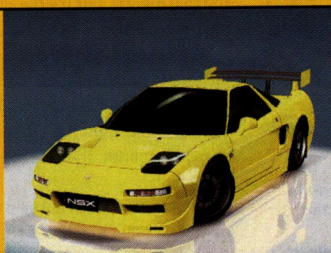
worry about getting anywhere. All told, this game will be more demanding than an elderly Texan billionaire with a beautiful fresh new wife. That's really quite demanding.

UNDER THE HOOD

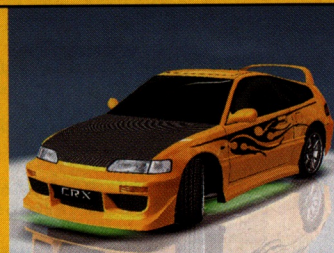
There's a selection of around 50 cars to do naughty things to, from European hot hatches, via Japanese super saloons to American muscle cars. These are all licensed, as are the vast array of parts for inducing increased degrees of devilry in your stock motor. Modifications can be made to both the insides and the outsides of your car, and although the results of your under-bonnet tinkering are dictated entirely by the game's physics engine, it all remains a very simple procedure to follow. Parts are grouped by level, and then at each level a variety of manufacturers parts are available for selection. Choosing which one to fit is a simple case of picking the part with the highest ratings in the areas you want to improve. When you've finished you can then take your creation onto the asphalt and you'll be shown lots of very exciting numbers, telling you all about how much bhp and torque you've managed to squeeze into a poor defenceless Ford Focus. There are even graphs for those so inclined. >>



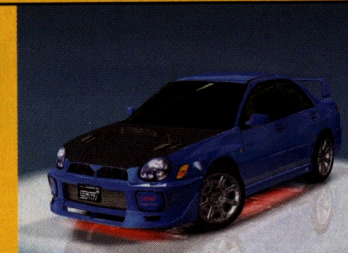
HONDA CIVIC TYPE R



HONDA NSX



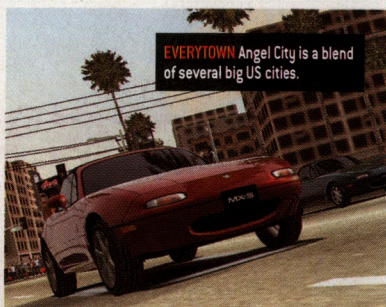
HONDA CRX



SUBARU IMPREZA STI



TIME: 00:20:55
BEST: 00:57:91



EVERYTOWN Angel City is a blend of several big US cities.

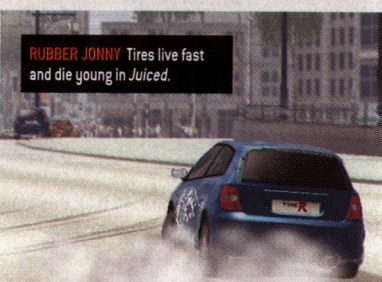
BASKIN-ROBBINS The choice of car part combos is endless.



STOCK CAR RACER Even the standard cars can put it about.



RUBBER JONNY Tires live fast and die young in Juiced.



COLOUR BLIND The colour palette is almost endless.

RACE THE WORLD

YOUR GUIDE TO THE RACING HOTSPOTS IN JUICED.

1/

2/

3/

4/

Angel City – in which the mental car mod/racing of Juiced is based – is comprised of several smaller areas, each of which has its own local racing 'crew'. Each crew specialises in a different type of racing, and each district features the type of roads that allows them to show off their unique skills, be it drag racing, circuit racing or cruising.

- CAMPBELL HILLS** – A leafy suburb with winding roads and dramatic views.
- SOUTHSIDE BEACH** – Coastal promenade and straight roads. Ideal for drag racing.
- EAST ANGEL ISLAND** – The industrial area has long open roads and twisty sections.
- DOWNTOWN ANGEL CITY** – City centre racing around the landmarks of Angel City. It's all wide roads, tunnels and bridges.

Modifying your car is similarly simple and deeply satisfying. The selection of bits to stick to your car to make it wider and more mental is suitably mental, but it's the painting options that really set *Juiced* apart. You're given the chance to add base colour, then metallic and finally pearlescent options, each of which are chosen from a huge, huge palette. The endless combinations offer some truly amazing paint effects — we made a particularly menacing Nissan Skyline with paint that appeared black until the light hit it just so at which point it was revealed to be a deep rich scarlet. Then we made a pink one. Then a white one that was really blue.

Frankly, the list of options for making your car exactly the way you want it, in order to make it truly *your* car, is high on endless. This means that when you take your machine online, it really will be your machine, not just some stock racer. Since everyone else's car will also be their own unique effort, the online experience should be all the more involving for it.



CAR BEFORE THE HORSE. Cars can be tuned to insane levels.



DAMN AND BLAST! Maybe you just didn't mod enough.



NSX-Y Honda's supercar turns into a monster after tweaking.



FLY BY NIGHT Night races show off some beautiful reflections.

"MODIFYING YOUR CAR IS SIMPLE AND DEEPLY SATISFYING."

moments that feel nostalgic and warm rather than cynical and contrived.

The handling model is still a little way from completion; such things are always open to tweaking until very late in a game's development but what we have seen already shows great promise. Against the obvious benchmark of *Need for Speed Underground*, the cars already feel nimble and more responsive and also more weighty and meaty. When this is combined with a physics model that allows cars not just to crash and deform, but also to roll and flip, the feeling of being in control of an actual car with realistic responses to extreme cornering is truly thrilling. As is stacking your 1000 BHP Dodge Viper at 200 MPH and rolling down the street, smashing and denting the machine as you go.

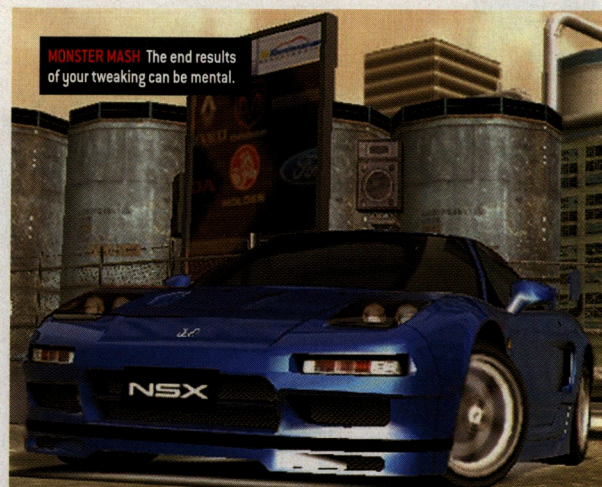
The damage modelling becomes all the more impressive when you consider that every single spoiler, air dam and side skirt you add to your monster can be damaged. The fact that these cosmetic blemishes are not automatically repaired serves to both reduce your respect and, more obviously, to ruin the sleek lines of your beast. Not only will this encourage you to keep a handle on your ever more machine, it also serves to reinforce the idea of a respectful racing style; this is not a game about simply smashing your opponents out of the way.

Juiced seems to be doing everything right. It has a distinctive visual style married to some genuinely new gameplay ideas and should succeed in giving us a reason to drive with consideration for our fellow man rather than like we've just necked 13 pints of hate. Currently, there are more racing games available than stars in the sky but *Juiced* still manages to get us feel excited. With its concentration on letting players express themselves creatively with the endless customisation options, it's a

>>

LOOK AT ME

That the game looks excellent is beyond doubt. The cars are superbly modelled, as are the various trick bits you can add to your steed on the route to Max Power madness. This is to be expected of the modern racing game – what is more impressive is that the game has a look all of its own. Not as sober or realism-obsessed as *Gran Turismo 4*, not as cartoon-like and exaggerated as *Need for Speed Underground*, *Juiced* manages to carve out a niche, a look and a feel all of its own. The environments are vibrant and colourful, detailed and varied, with a pleasing mix of city, coastal, mountain and track racing to indulge yourself with. There are moments that bring to mind all manner of games past and present,



pleasure to see the player invited quite literally to play. To mess around. To reveal a little more about themselves through their online appearance. This game could even see the beginning of a new trend of developers giving their customers the opportunity to present truly individual online personas. An important step in online gaming, we feel. We don't just want to play like we want to and talk like we want to, we want to look like we want to. We look forward with excitement to showing up on the starting grid with our customised NSX, bright white with massive skirts, looking for all the world like the devil himself and scaring the shit out of our opponents before we've even started. Our reputation precedes us. *Juiced* might be the first game out there to let us do just that.

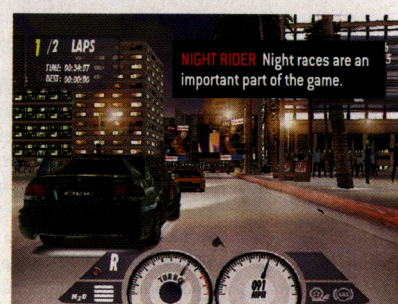
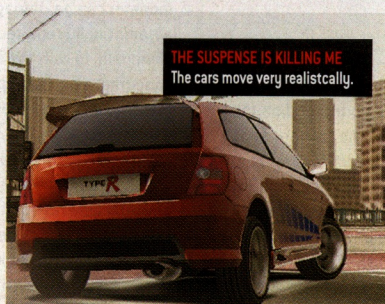
We aren't afraid to say that we like what we have seen very much and we aren't afraid to predict big things for this game. With *Gran Turismo 4* zooming off ever further towards the release date horizon, this may end up stealing a march as the first online racing game for PlayStation2.

Whether developer Juice Games can keep its title on track between now and the intended September release date remains to be seen but all the signs are good. Let's hope it can deliver on its early promise.

FIRST IMPRESSIONS

A very fine-looking racer that looks like it will be carving out a niche of its own come September. Already a fine visual spectacle, *Juiced* also raises the bar in the car customisation genre, with a fantastic range of cars and options to tinker around with — this alone should provide hours of fun. All backed up with some very interesting gameplay innovations, including team racing that puts the onus on strategy. Lets hope that *Juiced* arrives on time and delivers on all its early promise.

/ MARK SORRELL



KNIGHTS OF THE TEMPLE

INFERNAL

CRUSADE



Cinematic 3rd Person Camera!



4 Supernatural divine powers!



Experience medieval swordplay!



Countless cutscenes and animated events!

PC ZONE, 14/01/2004
"Not since 2001's Severance have we enjoyed a truly outstanding dose of crunching sword on bone action."

XBOX GAMER, 01/01/2004
"... plays well and is surprisingly addictive."

P2 MAGAZINE, 10/01/2004
"Graphically Knights of the Temple impresses..."

WITHIN TEMPTATION
- THE MUSIC OF YOUR GAME -



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EUROPE. 12TH CENTURY A.D. THE DARK AGES.

IT IS AN AGE OF SUFFERING AND SALVATION...

- ◆ Use the full range of chivalric arms including sword, mace, axe and shield!
- ◆ Switch to 1st person perspective and eliminate your enemies silently and safely in the archery attack mode!
- ◆ Enjoy animation-driven physics and realistic combat with 160 hyper-realistic moves and fluent animations!
- ◆ Develop your very own hero with the innovative and unique dynamic skill system!
- ◆ Listen to an epic original soundtrack with 18 different songs!
- ◆ Challenge your friends in the 2-Player "Head-to-Head" arena combat mode!*
- ◆ Download the "Survival Mode" and defeat as many enemies as possible to enter your name in the Xbox Live Online Ranking List!**

*Sony PlayStation®2 only

**Microsoft Xbox Live only



PlayStation 2



NINTENDO
GAMECUBE



MAKING A KILLING



PSW GOES BEHIND THE SCENES AT GUERRILLA, DEVELOPER OF *KILLZONE*, TO GET THE INSIDE SCOOP ON THE MAKING OF THE BIGGEST ACTION GAME OF 2004.



TRACE THE KILLZONE FAMILY TREE BACK FAR

enough and you'll discover that its roots lay in a technical demo created by developer Guerrilla back in the late 1990s. The demo — little more than a software showcase designed to demonstrate their revolutionary new method of drawing curved surfaces — led directly to an approach from the mighty Sony corporation, who asked them to use their sparkling new graphics engine to power a fully-fledged game. It was at this moment in time that the first *Killzone* sperm entered the *Killzone* fallopian tube. Fag packets and beer mats at the ready, the studio heads at Guerrilla began sketching out vague outlines of what would later become the *Killzone* embryo.

They knew they wanted to make a first-person shooter, largely on account of the lack of any decent opposition. "*TimeSplitters 2* was decent enough", they thought to themselves, "but where is the PS2 game to challenge *Halo* on Xbox." There wasn't one. From that moment onwards it was just a matter of deciding on the setting. Martin de Ronde, commercial director, was an integral part of that decision-making process: "Our first step was to research all the different types of conflict in order to

decide which direction the game was going to go in. Basically, we discovered early on that we found all of them interesting. We wanted to use the trench battles from World War I, the jungle warfare from Vietnam, the Normandy landings from World War II, Stalingrad, and so on. What we did after this was to create our own war, and to then base it around on the most interesting conflicts of the 20th century."

DIRTY DOZEN

A deliberately simple story was thus created to tie the whole thing together. Echoing a number of classic war movies, *Killzone*'s plotline revolves around a small squadron of ISA troops (the good guys) who are sent on a suicide mission to halt an invasion of their home planet by a swarm of evil Helghast invaders (the bad guys). It's like *The Dirty Dozen*. Only much dirtier. And slightly more futuristic.

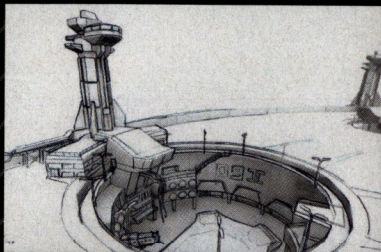
The next stage was to hire artists and to shower them in paper and pencil crayons until they'd established a firm visual tone for the game. The only real restriction on the creative types here was that everything in *Killzone* —

from the weapons and the vehicles, to the buildings and the uniforms — had to be as realistic and as plausible as possible. For Roy Postma, lead concept artist, this had a major impact on the way he approached the project: "We wanted to stay away from all the science fiction stuff. In terms of the guns, this meant that they had to be real and use real bullets. At the very beginning I went away and researched the various types of weaponry currently being used by armed forces around the world. After that, I took different parts from different guns and pieced them together to make *Killzone*'s weapons. They're incredibly intricate. If someone actually tried to make the weapons using the blueprints I've made as a guide, they should, in theory, actually work. Everything is in the right place and everything is in proportion."

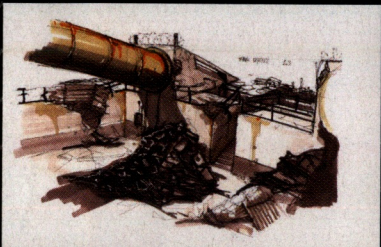
When it came to designing the environments, Postma's first step was to gather together a library of images to be referred back to throughout the project: "I collected thousands of photos of different war zones from the internet and then studied them for details. I then applied the colour schemes taken from the photos throughout the game environments. Most of the photos

LIVING IN THE CITY

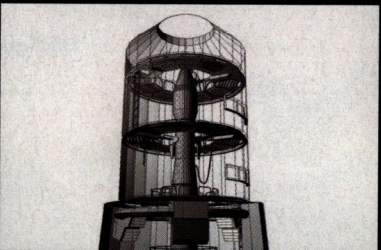
LEAD ARTIST ROY POSTMA TALKS US THROUGH HIS EARLY SKETCHES OF *KILLZONE*'S SPRAWLING METROPOLIS.



1/ "First, we designed everything on paper, then we handed it over to the production team and they used it as a reference throughout. We kept on doing this throughout the project."



2/ "A key to *Killzone* is the mixing of the old and the new. We used World War II weaponry and uniforms, combined with futuristic settings. It's realism, but with a twist."



3/ "Once we'd got the idea for the rough layout of the city, we started working on specific areas, taking details from the reference photos and placing them in the game."



4/ "After that, we started modelling the buildings in three dimensions and placing them in the city. We've tried to give the buildings a monumental feel."



5/ It's also good to have the city looking dirty and tattered. Some future cities, like the one in *Minority Report*, look too clean. It's vital for the realism that everything looks worn."



LAST STAND Protect fighters as the Helghast approach.

were of countries in the Middle East, though there's definitely an Eastern Bloc feel to parts of the game. I also looked at a lot of movies: *The Thin Red Line*, *Platoon*, *Black Hawk Down* for the slum areas, *Saving Private Ryan*, the list goes on."

The geography of the city was another important consideration for Postma: "When we were laying out the city, we thought carefully about its history and how it would've been built. What would the people have constructed first? If you look at the slums, you'll notice a large amount of containers. That's because when the first settlers were colonising the planet they didn't have any raw materials, so they brought pre-made buildings over in containers, and then lived in those. As you move closer to the centre of the city you'll notice that the materials and the architecture gets gradually more sophisticated to reflect the increasing prosperity of the people."

The final stage of the design process was to design the soldiers. In terms of the Helghast, *Killzone*'s nasties, the idea was to equip them with ageing, mass-produced technology: "The way I look at it, there are so many Helghast soldiers that their paymasters wouldn't be able to equip them with cutting edge materials. I wanted their stuff to look cheap and badly made. Finally, I added insignias similar to those worn by the Germans in World War II to give people an easy reference point. You need to be able to tell immediately that these are the bad guys." The end result is devastating: a 21st century Nazi with burning orange eyes and an imposing physique.

The tables were turned when it came to designing the ISA. For these soldiers, the influences were taken largely from contemporary American technology. The financial

restraints that apply to the bad guys were removed due to the fact that the ISA army is a far smaller outfit, meaning the equipment could be the top of the range throughout. It'll need to be as well, considering that you're never less than horribly outnumbered in your effort to wedge a twig through the spokes of the merciless Helghast war machine.

MARCHING ORDERS

With the concepts in place, the focus of the development moved onto the game designers, led by Martin Capel. His role was to catch the ideas floating through the spacious Amsterdam headquarters of Guerrilla and to nail them down and turn them in proper 'things' that could be placed into the game and played with. His first task was to consider the squad element of the game. In *Killzone*, you play just one member of a team of four soldiers, but how much of an impact this should have on the nuts-and-bolts gameplay? Is *Killzone* to be a tactical, team-based shooter, or an action-oriented blaster in which the squad element is but a minor factor? Capel is clear where his priorities lie: "For me, it was vitally important from the outset to keep the game free-flowing at all times, and I don't think you can have that if you're constantly having to stop to issue orders. With this in mind, we designed the game so that your team mates are intelligent enough to look after themselves. You never have to tell them what to do, they're always bright enough to figure it out for themselves. The second thing is, even though you're just one man in a gang of four, it's only right that you — the player — should be having all the fun. You don't want the computer characters stomping around with massive guns



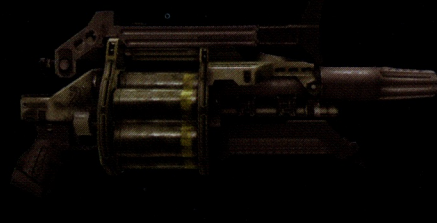
LYING IN WAIT Friendly troops decide when and where to shoot.



FACE TO FACE The sinister Helghast armour close up — a design classic.

SHOOT TO KILL

KILLZONE'S GUNS ARE ALMOST CHARACTERS IN THEMSELVES. EACH ONE IS A BRILLIANTLY DESIGNED CHUNK OF MILITARY HARDWARE. HERE ARE THREE OF THE BEST.



GRENADE LAUNCHER

Profile: This eight-chamber mini-rocket launcher is the perfect weapon to use when heavily outnumbered and enclosed in a tight space.

Note: Though the Helghast won't throw grenades back, they're smart enough to scramble for cover the second you start tossing them around. It's never going to be an easy weapon to use on mobile enemies.

They say: "With guns like the this you'll have to be very careful with the amount of ammo you use. We didn't want to make the kind of brainless blaster where you run around shooting things without in a care in the world."



ROCKET LAUNCHER

Profile: Far and away the most destructive weapon in the game, the rocket launcher is perfect for destroying tanks and incoming dropships.

Note: The secondary fire function allows you to adjust the direction of your rockets after they've actually been fired, by pointing your laser sight at the new target. Which is as cool as you like, if not strictly realistic.

They say: "Our rocket launcher is the only weapon in the game that isn't based on current military technology. Having said that, I wouldn't mind betting they'll have laser-guided missiles in the US army before too long."



ASSAULT RIFLE

Profile: A kind-faced old friend that you'll return to through the game when newer, fancier guns have ran out of ammo. A low level weapon, but a decent one.

Note: Though far more effective from close range, the assault rifle can still do a fair amount of damage from afar, particularly with the secondary fire. Watch out for surprisingly long reload times, though.

They say: "With the assault rifle, as with everything else in the game, it was incredibly important to make it look mean and aggressive and functional, yet still pretty. The guns should look nasty, but you should want to own one."

and killing all the enemies while you stand there and passively watch."

To this end, Capel had to cheat a little when it came to the combat: "We made sure that the enemies always focus their firepower on you, otherwise it'd be too easy. Another important decision we made was that your buddies couldn't die. We toyed with the idea early on, but it caused too many problems with regards to the storyline. Once your team mates have been hit, they just drop back, meaning you'll have less firepower on your side and even more pressure on you."

BOOT CAMP

It was also up to Capel and his team of coders to design and implement a solid and believable level of artificial intelligence for troops on both sides. An important factor here was that all soldiers should understand that firing from a covered position is far more effective than standing out in the open. Not that all Helghast soldiers act in exactly the same way, as Capel is keen to point out: "We've tried to introduce human characteristics into the enemies. Some will be more accurate than others, some will just run at you gung-ho and try and kill you. Others will play hide-and-seek." In another neat touch, enemy soldiers have been programmed to switch weapons in order to find the most suitable gun for that particular conflict. Run in close at a guard holding a rocket launcher and, rather than run the risk of blowing himself up, he'll switch to a pistol and attempt to take you out with that.

Once the team had finished educating the soldiers, they moved onto the Helghast vehicles. Though you won't be able to drive any of the various tanks, dropships and

cars in the game, they nevertheless serve a very important purpose, often rolling into view at the end of a level to block the path that leads from one mission to the next. Remco Straatman, lead artificial intelligence programmer, explains the challenges they provide to the player: "The intelligence of the vehicles is very sophisticated. The tank, for example, can only operate with two soldiers — one in the driving seat, one in the turret. So when you're up against one of these you're going to have to think about which soldier you're going to take out first. If you're clever, you'll take out the guy on top as soon as you can, as without him the driver, whose field of vision is heavily restricted in the belly of the tank, won't be able to find you as easily."

All of which, pretty much, takes us up to the present day. With the summer release date looming ever nearer, Guerrilla is applying the final touches to their lovingly buffed action juggernaut. This involves not-so-little tasks like recording the final orchestral score with the entire

Russian Philharmonic Orchestra, and actually casting actors for the lead roles. As Postma explains, the casting element has not proved to be without its own unforeseen difficulties: "The casting has actually been harder than expected because most casting agencies only have good-looking people. We don't want good-looking people. We want ugly people."

And there you have it. We hope you've been inspired by seeing what makes *Killzone* tick. It's a combination of dark realism and high fantasy that games often aim for, but very rarely achieve. We think you'll agree that with this much care and attention lavished on it, *Killzone* would make a very spoilt child but a very, very good game indeed. *Killzone* has been five long years in the making, but the end is very much in sight. Keep it PSW over the coming months to find out whether or not Guerrilla can deliver on its promise to finally carbonate the stagnating waters of the PS2 action genre.

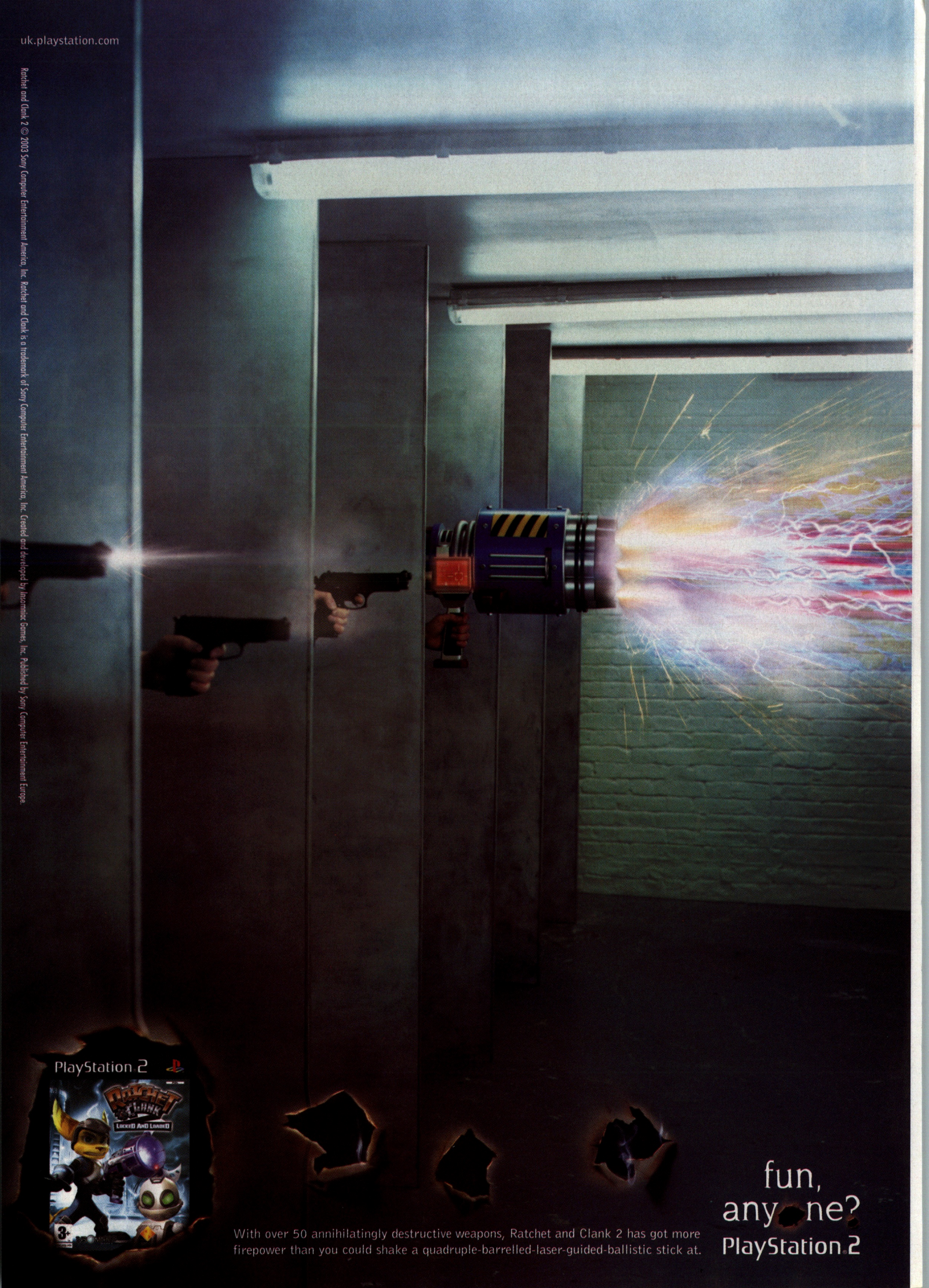
/ JON BROWN



FETISH GEAR These guys can't have a healthy home life. They just can't.



UNFRIENDLY FIRE Beware aerial foes like this one.



PlayStation 2



With over 50 annihilatingly destructive weapons, Ratchet and Clank 2 has got more firepower than you could shake a quadruple-barrelled-laser-guided-ballistic stick at.

fun,
any one?
PlayStation 2

REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.



070 RAINBOW SIX 3

Hut! Hut! Hut! Why do they say that? Do they and American football teams know something we don't, eh?

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE YOUR BUYING DECISIONS SIMPLE. HERE'S HOW IT WORKS.

> 10/10	ESSENTIAL
> 9/10	BRILLIANT
> 8/10	RECOMMENDED
> 7/10	GREAT
> 6/10	DECENT
> 5/10	AVERAGE
> 4/10	POOR
> 3/10	VERY DISAPPOINTING
> 2/10	BLOODY RUBBISH
> 1/10	AVOID AT ALL COSTS

THE DIVERSE MIX OF GAMES THIS MONTH

shows off titles from all over the globe. In the Japanese corner sits a cross-legged adventure called *Project Zero 2* - it's a typically intellectual horror quest, starring a small girl with a penchant for taking pictures of dead people. The other bizarre Japanese contestant is *.Hack Infection*. It's a bit like our addled dreams, in that it combines misusing the internet, strange anime and saving the world. Delivering a smart salute in the direction of gritty realism, the US games here are all about the killing. We've spent days perfecting flawless terrorist head shots for the US Government in *Rainbow Six 3*, before chilling out with Hollywood licenses *Alias* and *Bad Boys II*. And to cap it all off the smaller, less violent UK has a smaller, less manic offering based around the beautiful game. *LMA Manager 2004* tackles the girlfriend-worrying, life-eating statistical side of footie. You've even got *Sphinx* in there representin' for the Egyptians. (Okay, so maybe it was made in the US. But the designers definitely read a coffee table book on Egypt). So there you have it, the perfect cultural mix. If only the world was like this, we'd have no wars. Okay, lots more shooting, a bit more kung fu and vengeful spirits of the unquiet dead all over the shop, but no actual wars...

/ RICHARD MELVILLE



PSW GAME OF THE MONTH

The Game of the Month Award is what it is, the title that in PSW's opinion is the essential purchase of the month. Go and buy it. Now. Now!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. Simply, if you like this type of game, you 'must buy'. Clever eh?



076 Project Zero 2



082 Rise to Honour

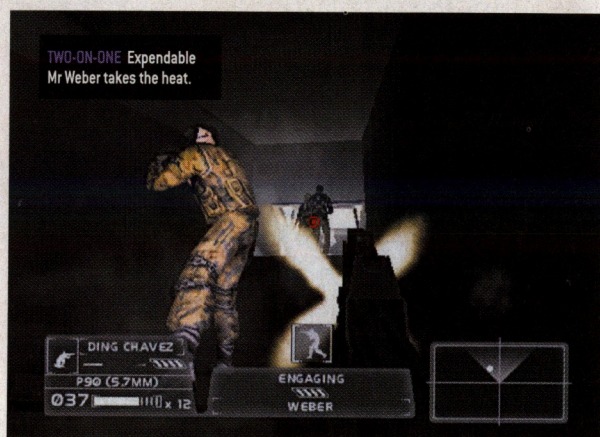
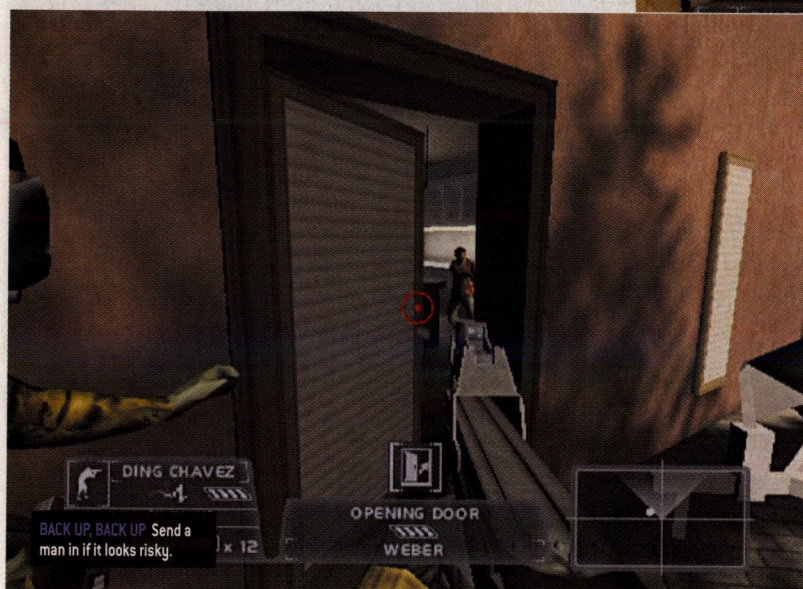
NEW RELEASES

THE TITLE SAYS IT ALL. WE'RE MASTERS OF BREVITY HERE AT PSW, AS YOU'VE NO DOUBT OBSERVED. HERE ARE SOME 'RELEASES'. ALL OF WHICH ARE 'NEW'. NONE OF THEM ARE WHAT YOU'D CALL 'OLD'. THERE'S REALLY VERY LITTLE ELSE TO SAY. EXCEPT, GET STUCK IN...

070	RAINBOW SIX 3
076	PROJECT ZERO 2
078	MTX MOTOTRAX
080	ALIAS
082	RISE TO HONOUR
084	LMA MANAGER 2004
086	BAD BOYS II
088	.HACK INFECTION
088	SPHINX AND THE CURSED MUMMY
088	GOBLIN COMMANDER



GOING ALONE Here's us, being all macho and taking care of terrorists on our own.



RAINBOW SIX 3

EASY-ACCESS STEALTH SHOOTER THAT TAKES THE *SPLINTER CELL* TEMPLATE AND DUMBS IT DOWN FOR THE MASSES. THAT'S A GOOD THING, BY THE WAY.

> TYPE	SHOOTING
> PLAYERS	1-8
> OUT	NOW
> PUBLISHER	UBI SOFT
> PRICE	£39.99
> DEVELOPER	RED STORM
> ONLINE	YES

YOUR NAME IS DING. DING CHAVEZ. STOP laughing, this is supposed to be really serious stuff about terrorists and war. Ding is the lead member of a crack anti-terror team, operating in the near future to rid the world of the forces of evil. Ding does this by sneaking around tunnels and buildings in the dark shooting men with goatee beards while using night vision goggles. But he doesn't do it alone. Your Ding has three

playmates, all controlled by the PlayStation2 as you go about your world-cleansing business. That's the game in a nutshell. You're essentially a man manager with a machine gun, telling these guys where to go, sending them to their death and forcing them to do all the bad stuff on your behalf while you, like any decent manager, sit there doing nothing while taking all the credit for the hard work of other people.

What could have been a logistical nightmare of button pressing has actually been made extremely simple — you point where you want your men to go, press X, and away they go, pausing only to shoot anyone of evil intent in

their way. Sometimes they die when doing this, but that's OK — this may be a Tom Clancy game set in the same unforgiving, dark and realistic universe as *Splinter Cell*, but *Rainbow Six 3* is much easier on you than most squad-based shooters. If your three men die you can still go it alone and complete the mission, although obviously in a much more pained manner.

When playing the game on its easiest difficulty it's possible to blast your way through without being particularly stealthy at all. With the game set to its easiest level of hardness, you can take the lead and blast through yourself, leaving your three team-mates to follow and pick



DON'T SHOOT Women in stealth games — shooting them is never a good idea.



YOU CAN RUN... But you can't hide. Or avoid dying, evil scum.



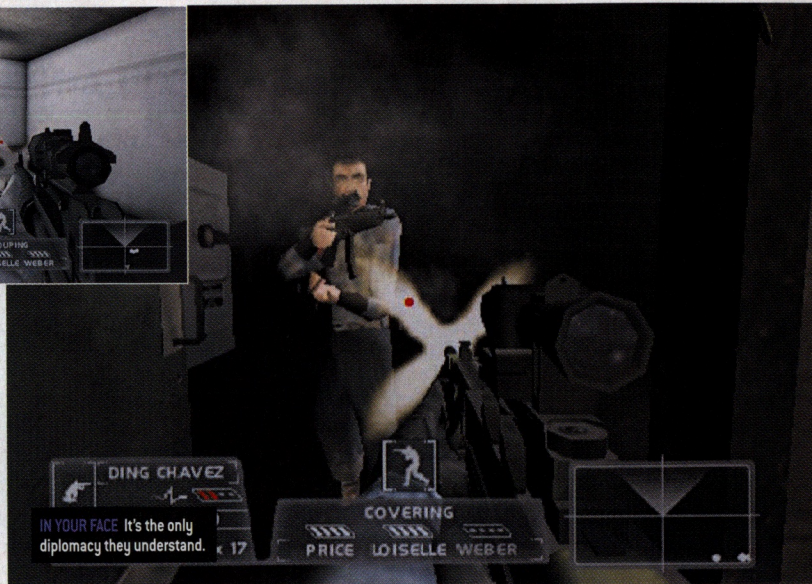
MAN DOWN! MAN DOWN! It's OK — losing a guy isn't the end.



DEFUSE THE SITUATION Clear the area, then send your team in to neutralise terrorist bombs.



CORRIDORS OF DEATH Behind every door lurks evil men with goatee beards and guns.



DING! NOOO! The radar on the right shows our team mates are miles away — we're being brave and stupid and going it alone.

"WHAT COULD HAVE BEEN A LOGISTICAL NIGHTMARE OF BUTTON PRESSING HAS ACTUALLY BEEN MADE VERY SIMPLE."

the pieces of dead terrorist meat. Playing this way, *Rainbow Six 3* becomes something extremely rare in the world of stealth video games — fun. Not only is this a huge relief, it also proves that not all infiltration games have to make you cry by being stupid-hard or severely punish you for every minor mistake you make.

However, running about like this is the foolish

way to play. You'll die a lot using the stupid approach, and you won't want to do that very much thanks to how awfully long the game takes to load levels — so slow, in fact, you may even find yourself tempted to pop out and put the kettle on. *Rainbow Six 3* also has the audacity to call its mid-level checkpoint saves "quick saves". Seeing as how they take ages and leave the game frozen on whatever you were doing when you passed the save point we'd argue that they're nothing of the sort.

Anyway, to really progress in *Rainbow Six 3* you have to use your team-mates properly, and that means ordering them about. Pressing the

magic X button when you're near a door (doors are always a sign of danger in video games) brings up a secondary action menu. Here you have alternate choices. You can tell your guys to pile in and shoot everything. You can order them to chuck in a stun grenade to confuse attackers while leaving hostages unharmed. Or for the real playing-soldiers-as-a-kid experience, you can make them wait for a "Zulu" command.

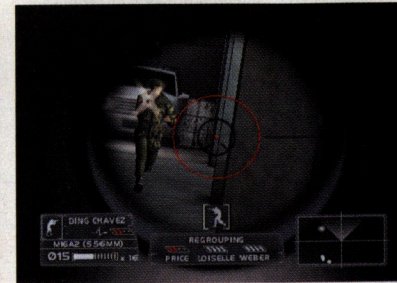
What's this "Zulu" all about then? Well, say there are two doors into a room. You can tell your guys to open one door when you say so by issuing them with a "Zulu" command (issued by simply pressing a button), while you open the



HANDS UP, BABY Some enemies surrender, like this wimp.



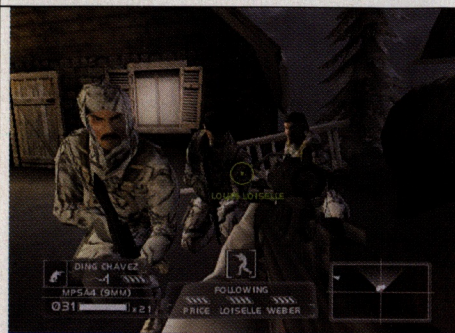
GO, GO, GO! Playing on easy difficulty makes killing easy.



SILENT SCOPE Zooming from afar is essential for staying alive.

THE TOM CLANCY UNIVERSE — EXPLAINED!

GET TO KNOW YOUR TOM CLANCY ENVIRONMENT WITH PSW'S HANDY GUIDE.



MEN ARE REAL MEN

Look at them. They have moustaches and names like Chavez. You can't get manlier than that. In Tom Clancy's ultra-realistic, near-future universe, the males of this world have developed to caveman-like hunks of pure war. They don't moisturise. Unless you count Swarfega.



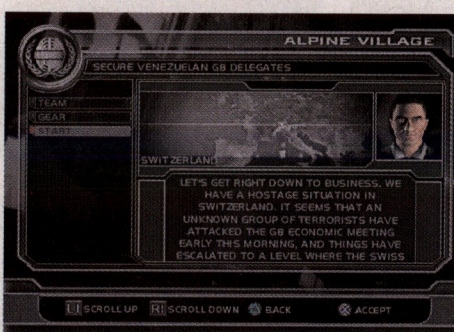
YOU DIE, YOU STAY DEAD

As with all games set in Clancy worlds, you don't get to run around hoovering up medpicks and armour to stay alive. *Rainbow Six 3* does generously give you a five-segment health bar, but four of them can be removed with one close-range hit. You're going to be dying a lot.



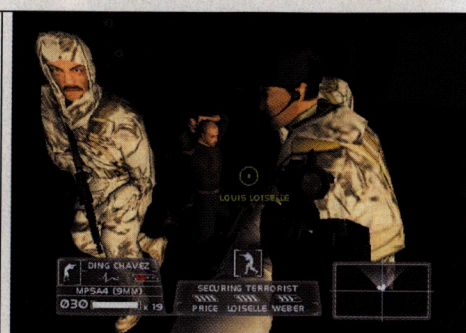
IT'S ALWAYS NIGHT, OR AT LEAST SUNSET

Some levels of *Splinter Cell* were unplayable without using night vision all the time, setting graphical development 20 years back in time to when games could only be made in green. *Rainbow Six* isn't quite as bad, but still operates mostly at nuclear winter levels of light.



TERRORISTS EVERYWHERE

Yeah, big surprise. We didn't see any of this coming. Each mission briefing scene reveals the see-it-all-before premise of men in balacavas taking over buildings somewhere where most people speak Spanish. If someone's wearing black, shoot them. Don't even think about it.



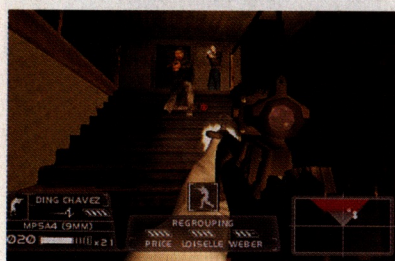
EVERYONE'S A HOSTAGE

Big surprise. The day Tom Clancy has an idea that isn't terrorists stealing something and taking people hostage is the day they'll prize the pen out of his cold, dead hands. The plot of *Rainbow Six 3* is predictable beyond measure — shady terrorists, South Americans, hostages, bombs...



HELICOPTERS

According to Tom Clancy, by the year 2007 humans will only travel to places by helicopter. Helicopter in, helicopter out, abseil out of helicopter to shop, helicopter transport back home. We can't wait for this. It makes sense — how else do you explain all the men wearing military jackets in town.



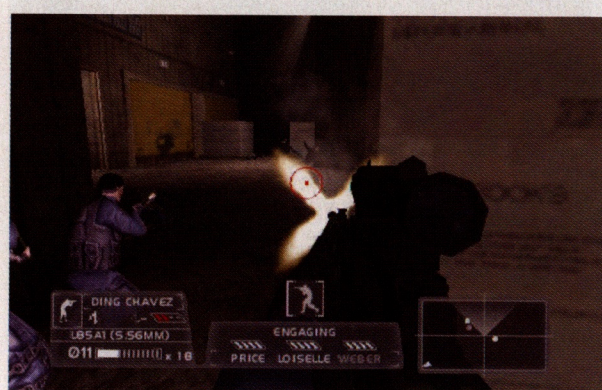
UPSTAIRS TAKEDOWN

Some guys roll grenades down at you.



FROM BOTH ENDS

For him, the war of terror is over.



YOU GO IN. I'LL DO THE COVERING

This is how to play — hide behind boxes and let them do it all.

other yourself, thereby unleashing a classic pincer manoeuvre. It's a very cool thing to do and one that's often necessary.

Unlike in most seriously dull Clancy games you have a life bar in *Rainbow Six 3* to make progression a little easier, but its measly few segments can be wiped out in one second should you blunder into a room full of heavily-armed terrorists. Being discovered or getting spotted doesn't necessarily mean instant death though, and working your way through the game doesn't require too much painstaking trial and error — you can wing it.

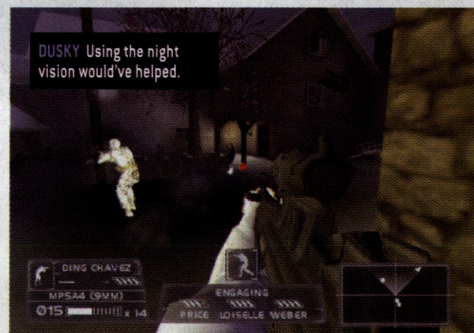
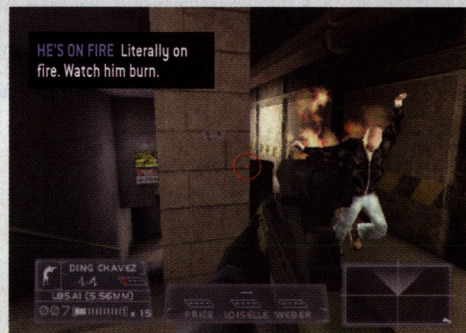
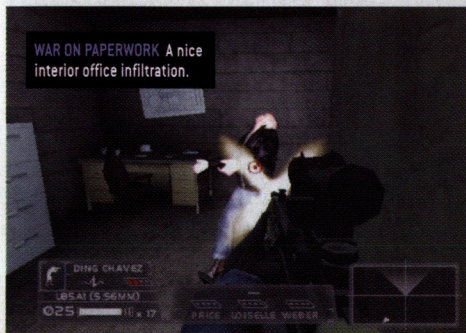
It doesn't take long before you fall into a fairly solid pattern of play. You zoom in using the scope on your gun to have a look around, then send your men up ahead to check things out and take out any vulnerable enemies, before moving your vulnerable main man Ding forwards

to investigate further. Then you repeat the tactic around the next corner. If any of your three back up men die during this scoping period it's OK, thanks to them magically reappearing all alive again in time for the next mission. You can shoot them by accident and it doesn't matter either. But if you, the main man Ding Chavez, dies, it's game over. This style of play, and the idea of protecting your key bloke while sending off scouts to look out for danger up ahead, just feels good. It makes you feel like you're Winston Churchill shuffling model tanks around a map of North Africa. It's strategic, but it's also easy going enough to be fun. In fact, *Rainbow Six 3* is the first really accessible Clancy game on PS2. And that's something worth shouting about because, unlike realistic shooters like *Ghost Recon*, *Rainbow Six 3* is action packed.

MEN WANTED. OWN GUNS AN ADVANTAGE

Rainbow Six 3 has been out on Xbox for a few months now. It was a slow starter, but has now become the system's most popular online game. This is thanks to the team-based multiplayer options, which inject maximum tension into a shooter like this. Happily, these game options survive on PS2, resulting in an online battle that kicks the hell out of the *SOCOM* experience.

Better still, *Rainbow Six 3* offers great multiplayer options without the need to install Sony's cumbersome online system. Two players can join together to play a split-screen mission, covering each other's back and taking it in turns



"IT MAKES YOU FEEL LIKE YOU'RE WINSTON CHURCHILL SHUFFLING MODEL TANKS AROUND A MAP OF NORTH AFRICA."

TWO-PLAYER CO-OP Haven't got PS2's online kit? We don't blame you. Luckily, *Rainbow Six 3* has a great co-op offline team game.

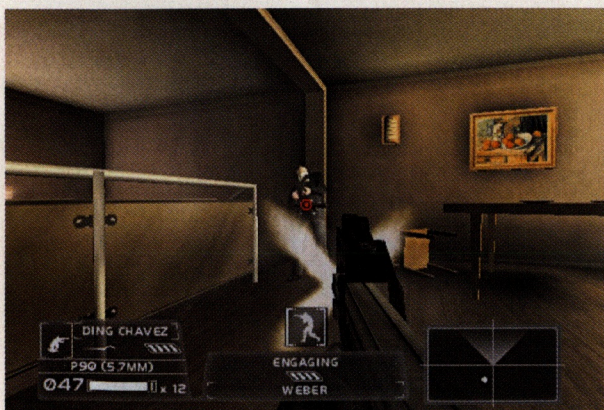


IN THE STUDY, WITH THE BIG GUN Groin shot bonus: 5000pts.

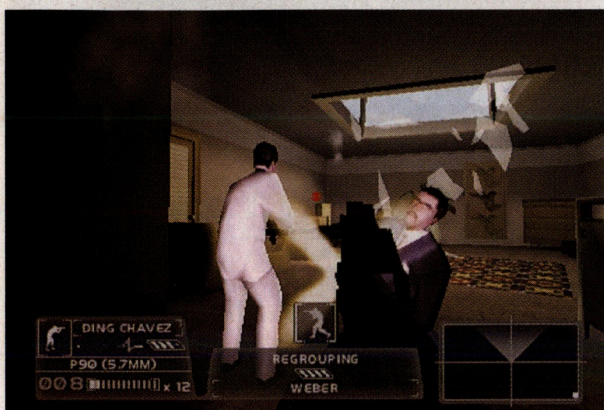
CELLAR DWELLER We could've sneaked down. We chose not to.

to "go in". You only play the same levels as the main game, but it's still a great addition, so much better than the standard deathmatch options that shooters routinely cobble together. It doesn't look as good as the single player game — you lose the sight of your weapon completely — but considering that the Xbox version didn't have this option at all, it's a very nice extra for PS2-owning anti-terror fans.

Your non-human team-mates in the single-player game aren't that clever, though. They are bright enough to not shoot the hostages, but easily become confused when walking about the levels. There you are, immersed in the shadows like a ninja, whispering the Zulu command for your men to move in and attack. Then they blow the illusion by bumping into each other and the poor old PS2 gets a bit confused about who's supposed to walk off in the lead. Sometimes they walk around in little circles, jostling for position and bumping into walls. Often they get in your way, shuffling awkwardly on the spot when you try to get through a doorway they're innocently blocking. You'll start to hate your foolish team mates — except when they're doing their job and taking



A SITUATION Inside the Island HQ and it's business as usual in the race to save the boss.



SHOT OUT Collateral damage sees the skylight disintegrate thanks to our wobbly aim.



DEARLY DEPARTED Jesus, is nothing sacred these days?



HOLD YOUR FIRE Shoot her and it'll be back to the start.



TAKE CARE Ding's nearly dead. Hence us holding back.

bullets for you. Then they're OK.

The sound is odd too. It's great when you're sneaking down some stairs and the super-tense sneaking-down-some-stairs-music comes on, but lead man Chavez makes this ludicrous wheezing sound when he's injured. It sounds like a first year woodworking class going mental with the tenon saws. His pounding heart helps boost atmosphere no end, however, and you can hear your team-mate's footfalls as they patter along behind you too. It's all pretty great when you're terrified of dying, panicking that the enemies can hear your idiot team-mate's feet clumping away and the stairs creaking as you edge downwards. Plus the first time we heard a hand grenade tinkling down some stairs



THAT'S MY BOY Your team mates are dumb, but very good shots.

"FINALLY WE HAVE A TOM CLANCY GAME THAT'S TENSE AND ENJOYABLE TO PLAY, WITHOUT BEING TOO COMPLICATED."

towards us we physically recoiled in terror. All in all, quite good. Hence the eight out of ten.

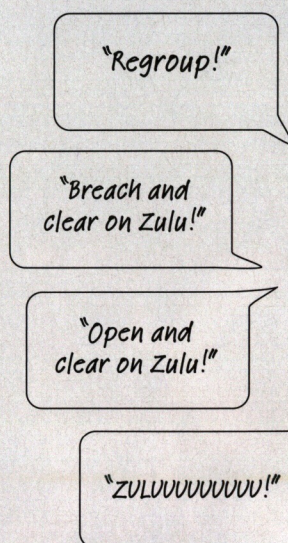
There are a lot of awkward mid-level saving moments where the game grinds to a halt, though, spoiling that immersed-in-Hell feeling. The loading times are very long too, it could look a bit better and we could come up with a more original storyline in seconds. But as an accessible and fun stealth shooter it works. *Rainbow Six 3* is a strategic, occasionally hard,



ONE-ON-TWO The tables reversed, our death is imminent

YOU CAN EVEN BARK ORDERS WITH YOUR OWN MOUTH!

HOW RAINBOW SIX 3 USES VOICES TO LOWER THUMB DEPENDENCY.



Despite what Tomorrow's World said back in 1978, voice recognition technology still doesn't work most of the time. *Rainbow Six 3* appears to have cracked it though. Now, and thanks to the SOCOM headset, it's possible to issue commands to your three team-mates by shouting down a microphone. You have to speak clearly, and you feel like the biggest

idiot on earth, but it works. Point at a door, tell them to "Open and clear on Zulu!" wait for them to acknowledge your instruction, then run away and shout "Zulu" to make them go in and kill everyone themselves.

If you've got the house to yourself, try it out. You really don't want anyone to see you talking to your PlayStation2, mind.

military game, but one that thankfully doesn't demand a massive amount of patience to get through. You can sneak about in darkness being the hardcore undercover man, but you can also blow yourself up by shooting a rocket into a wall or go mad running around with a machine gun.

With great online options and a very clever two-player cooperative offline game, *Rainbow Six 3* appeals to everyone after a new favourite game to shoot people in. Finally, we have a Tom Clancy game that's tense and enjoyable to play, without being too complex for the masses.

/ GARY CUTLACK

PS2 VERDICT

UPPERS	DOWNERS
> Simple team controls	> Slightly foolish PS2-controlled team-mates
> Less taxing stealth action	> Very tired storyline
> Great two-player game	> Takes itself too seriously
> Works online too	

GRAPHICS > Not as shiny as *Splinter Cell*, but close **8**

SOUNDS > All the right atmospheric buttons pressed **8**

GAMEPLAY > Hard, big, superb multiplayer options **9**

OVERALL SCORE
Not the usual bore-fest we associate with Tom Clancy products, *Rainbow Six 3* is instead an enjoyable, fast-paced and thrilling adventure with great multiplayer bonuses.

8

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HEY MAMA - the black eyed peas	113460	YOUR GAME - will young	113444
SHUT UP - the black eyed peas	113123	NAUGHTY GIRL - beyonce knowles ft lil kim	113292
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2	113456	FEELING WAY TOO DAMN GOOD - nickelback	113500
TOXIC - britney spears	113435	LOVE IS ONLY A FEELING - the darkness	113516
SOMEBODY TO LOVE - boogie pimps	113359	POPPIN THEM THANGS - g-unit	113564
ME AND MY MONKEY - robbie williams	113443	YOU FREAK ME OUT - girls aloud	113520
IN THE MIDDLE - sugababes	113604	SHAKE YOUR COCONUTS - junior senior	113522
HERE 4 ONE - blazin squad	113420	NO MATTER WHAT YOU DO - benny benassi	113575
BABY I LOVE U - jennifer lopez	113353	CATCH ME WHILE I'M SLEEPING - pink	113576
IF I CAN'T - 50 cent	112601	FORCA - nelly furtado	113586
OBVIOUS - westlife	113428	FIGURED YOU OUT - nickelback	113587
RED BLOODED WOMAN - kylie minogue	113411	MYSTERIOUS GIRL - peter andre	113591
THANK YOU - jamelia	113455	BREATHE EASY - blue	113599

CHART	DANCE	URBAN	ESSENTIAL
MANDY - westlife	113228	BREATHE DONT STOP - nrr on vs...	113489
DONT LEAVE HOME - dido	113382	IT TAKES SCOOP - fatman scoop	113302
LOVE ME FOR A LITTLE WHILE - jackson	113584	FLY ON THE WINGS OF LOVE - xtm	112705
NOT IN LOVE - enrique iglesias ft kelis	113600	FEELING FINE - ultrabeat	113288
TRY - nelly furtado	113602	PRETTY GREEN EYES - ultrabeat	112877
LEAVE RIGHT NOW - will young	113195	SUMMER JAM - ud project vs sunclub	113104
ALL THIS TIME - michelle monemus	113437	CRY LITTLE SISTER - lost brothers	113321
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CRY - alex paris	113447	RHYTHM IS A DANCER - snap vs jstone	112485
LADIES NIGHT - atomic kitten	113229	BOYS OF SUMMER - dj sammy	112387
STILL ON MY BRAIN - justin timberlake	113366	AS THE RUSH COMES - motorcycle	113360
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FALLEN - sarah mclachlan	113571	GOT YOUR NUMBER - young punx	113390
CHANGES - eazy & kelly osbourne	113240		
GOD IS A DJ - pink	113283		
WHITE FLAG - dido	112837		
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THE LOGICAL SONG - Scooter	BY THE WAY	MAIN THEME
LIKE A PRAYER - Madonna	UNDER THE BRIDGE	LICENSE TO KILL
RHYTHM IS A DANCER - Snap	CALIFORNICATION	LIVE AND LET DIE

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CLEANING OUT MY CLOSET	CALIFORNIA LOVE - Dr Dre & Tupac	THE GREAT ESCAPE
SUPERMAN	REGULATE - Nate Dogg & Warren G	WE ARE THE CHAMPIONS
STAN	GANGSTAS PARADISE - Coolio	EAT MY GOAL

HIP HOP	NU METAL	ROCK
HEY YA - outkast	BEHIND BLUE EYES - limp bizkit	I BELIEVE IN A THING CALLED LOVE - darkness
MILKSHAKE - kelis	NUMB - linkin park	112972
JUMP - 50 cent	MY IMMORTAL - evanescence	SWEET CHILD O MINE - guns and roses
X GONNA GIVE IT TO YA - dmx	BRING ME TO LIFE - evanescence	BAT OUT OF HELL - mezzof
STUNT 101 - gunit	FEELING THIS - blink 182	BATHWATER - no doubt
FORGET ABOUT DRE - dr dre		ENTER SANDMAN - metallica
21 QUESTIONS - 50 cent feat nate dogg		NOVEMBER RAIN - guns n roses
INTO YOU - fabulous		

CLUB CLASSICS

INSOMNIA - faithless	111569	CHILL OUT
CAFE DEL MAR - energy 52	111386	
SANDSTORM - danube	111290	CHILDREN - robert miles
LET ME BE YOUR FANTASY - baby d	113015	BRAVEHEART - dj sakini
THE LOVE PARADE - da hool	111222	FOR AN ANGEL - paul van dyk
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 250036	 251111	 Jordan 252008	 250081	 Christina 251903	 Pammi 251818	 Angelica 251264	 Jackie 251266



ALONE IN THE DARK The village is the most eerie thing in PZ2.



UH OH Get attacked and the screen goes all freaky-like.



WE ARE FAMILY But when you get separated, it's chaos.



STICK IT IN THE ALBUM Every ghost photo you take is stored.



PROJECT ZERO 2

PSW HAS HAD MANY A DARK FANTASY ABOUT TWIN SISTERS. BUT NONE QUITE AS HORRIFYING AS *PROJECT ZERO 2*. WELL, NOT IN THAT SENSE, ANYWAY.

> TYPE	SURVIVAL HORROR
> PLAYERS	1
> OUT	MAY
> PUBLISHER	UBISOFT
> PRICE	£39.99
> DEVELOPER	TECMO
> ONLINE	NO

IF YOU FIND *THE SIXTH SENSE*, *THE EXORCIST* and the childcatcher from *Chitty Chitty Bang Bang* scary, then you'll love *Project Zero 2*. But if it takes the sight of people's guts being sprayed across walls and the sound of chainsaws being used in anger to make you cower behind the sofa, then you probably won't.

Project Zero 2 is a survival horror ghost story pure and simple, with all the advantages and limitations that implies. Sure, it does what it does well, but all that it really wants to do is put a shiver up your spine. Not gross you out with unnumbered buckets of blood and guts.



GET THEM OFF ME Some moments are genuinely unnerving.

The soundtrack thrills and chills in equal measure with grunts, creaks, unearthly moans of the damned and haunting ethereal cries. Every move you make sets off ominous atmospheric effects. You can barely open a door without hearing or seeing *something* float away in the background. All of which makes it that much more creepy when you enter an empty room and you hear... absolutely nothing. Before being attacked by a dead woman.

SEEING THINGS

You control Mio in the usual way, holding down



SISTER ACT Your sister Mayu is sensitive to paranormal powers.

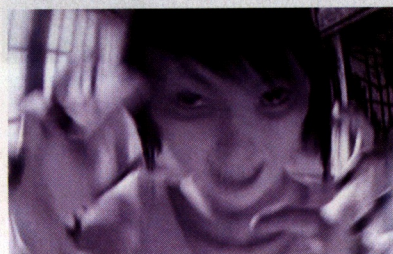
the square button to turn Mio's saunter into a very slow run. Everything's hidden in the shadows, and illuminated only by the small beam of your torch. There's a desiccated air to everything that's a million miles away from the *Silent Hill* series' fleshy horror, but it suits a ghost story right down to the ground.

The plot behind *Project Zero 2* is some unashamed bunkum about two identical twin girls who stumble onto a deserted village, empty since a sinister ritual somehow decimated the inhabitants. You play Mio, always on the lookout for her twin Mayu who displays troubling psychic tendencies. Soon, she's lost and you're trying to save her from the threat of ritual murder, with only a battered old camera for company.

And that's where *Project Zero 2* scores maximum points for innovation. Instead of hitting ghosts with a big stick, Mio points her psychically-charged camera at them and literally shoots them down. All combat is seen through the lens of the camera, meaning that as soon as you're attacked the only way to survive is to actually face your fear. Get a decent snap of a ghost and blue ectoplasm will fly all over the place to indicate that you've injured it. Tension is



SUPER MODEL Characters are detailed, but pretty stylised.



HOLY CRAP! The odd shock makes up for lots of dawdling.



CAMERA VIEW This is how you try to snap ghosts. The better the shot, the more damage it does.

"ALL IT WANTS TO DO IS SEND A SHIVER DOWN YOUR SPINE. NOT GROSS YOU OUT WITH BUCKETS OF BLOOD AND GUTS."

increased by the fact that reloading after each shot uses up valuable seconds. The control pad beats like a heart in your hands as the spectre moves ever closer. If it touches you, you're metaphysically molested and lose energy in a fairly traditional way. What isn't traditional is the way a successful attack polarises the screen, sending it into a shocking white-out, as hideous screams echo about you. It's a truly traumatic experience, and enforces the idea that Mio is, quite literally, being frightened to death. The closer the ghost, however, the more damage you'll be able to do, so you'll end up playing 'chicken' and courting disaster for what can only be described as extreme close ups. It's certainly different, but with all the action being ethereal it also lacks a certain oomph.

The camera isn't the only holdover from the first game. *Project Zero 2* continues with the quirks of the original title, to the extent that

everything looks like it's been smeared with Marmite and left to rot for a couple of decades. It's a powerful vision of a deserted place and genuinely creepy for much of the time too. But given that Mio takes her time to pick her way through the empty streets, and that there's a fair amount of traditional survival horror key-finding, we suspect many won't have the patience to keep playing for a sustained period of time.

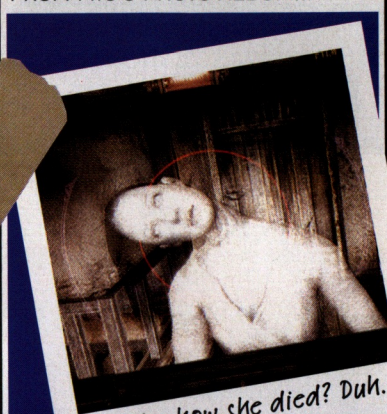
Allow us to sum up the problem with a bit of an odd metaphor: if you were a carpenter and you deliberately made a very spiky chair, it might be great art but rubbish furniture. And that's just what *Project Zero 2* is like. Everything that makes it interesting — the lack of weapons, slow pace, ambiguous cut scenes — also make it less immediate and fun to play. It's hard to mark *Project Zero 2* down just for accomplishing everything it wants to do, but that's what we're going to do anyway.

Project Zero 2 is really for survival horror nuts, but the rest of us needn't dismiss it out of hand. It may be a bit slow and unwieldy for most, but connoisseurs of fear might just find something special here.

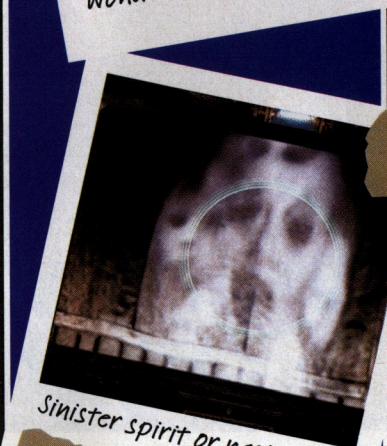
/ JOFF BROWN

DEAD RESIDENTS

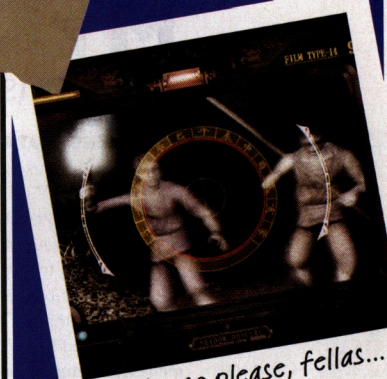
CHOICE SNAPS OF THE VILLAGERS FROM MIO'S PHOTO ALBUM...



Wonder how she died? Duh.



Sinister spirit or nasty stain?



Say cheese please, fellas...

PSW VERDICT

> UPBERS	> DOWNERS
> Unique photo-based play	> Like wading through custard
> Ghosts can actually scare	> Nothing really happens
> Immersive atmosphere	> It's extremely Japanese
> Grown-up story	> Piles of to-ing and fro-ing

GRAPHICS > Detailed, eerie and very, very brown **7**

SOUNDS > Had us playing from behind the sofa **8**

GAMEPLAY > When you're not shrieking, you're yawning **5**

OVERALL SCORE
A truly spooky story lives in this game, but we doubt whether you'll see it through to the end. We shouldn't really use the phrase 'not so much deadly as deadly dull' but guess what? We just did.

6



MTX MOTOTRAX

DOES ACTIVISION'S LATEST MOTO RACER BRING ANYTHING NEW TO THE DIRT-BIKE PARTY?

> TYPE	RACING
> PLAYERS	1-4
> OUT	MARCH
> PUBLISHER	ACTIVISION
> PRICE	£39.99
> DEVELOPER	LEFT FIELD
> ONLINE	YES

YOU CAN SEE WHAT ACTIVISION WERE

thinking: "Let's make a *Tony Hawk's* game, but with motorbikes." Cue dollar signs, a loud 'ker-ching' sound and much back-slapping. After all, it worked for Midway with *Freestyle MetalX*.

There's more to *MTX Mototrax* than pulling off 'bar hop' and 'superman' moves while suspended 20ft in the air though. The game is split between race-orientated Supercross and Motocross modes, and stunt-based Freestyling. Supercross basically involves racing around a dirt track in a stadium-style circuit, while motocross is held on closed dirt courses with frequent jumps and hills.

To take the hills and jumps of *MTX* correctly the trick is to push down on the left analogue

stick in advance to pre-load your suspension. Depending on variables like speed and gradient you then have to push the stick back up at the right moment before take off. This will control the length and height of your jumps. Mastering this maintains your momentum by making sure you land on the down slope of a hill, and miss out jumps that would otherwise send you skywards.

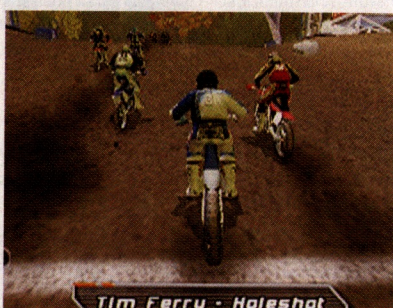
MTX Mototrax is your typical pick-up-and-play game that proves difficult to master, but not always in the good sense. Make a mistake near a series of jumps and the race is effectively over as you either struggle to gain any speed or you keep landing on the incline of a hill. We appreciate that's also the case in the sport itself, but it means an otherwise arcade style game isn't as much fun as it should be. Even worse is when you fall off your bike and you're placed at the base of a jump. Why no run-up?

This lack of care crops up elsewhere too. You can take part in challenges at one the training compounds to earn experience points and money, but without a map to guide you around the sketchily marked-out courses it's impossible to know where you're really supposed to be going. Then there's the overall look and sound: bikes sound like whiney wasps, the music is puke-and-pimples guitar scuzz, and compared to the impressive scale of *Freestyle MetalX's*

environments, the arenas here look very basic.

Fortunately there are a few features that manage to salvage something, if only for dedicated motorbike fans. You can't really go wrong with the stunt-based Freestyle mode, and with trick success in the tournaments comes plenty of unlockables. You can also customise your rider and acquire sponsorship deals and new bikes from well-known brands like Honda and Suzuki. If you have the inclination there's a simple track editor to make courses with. If you're hankering after an arcade style bike game, then seek out *Freestyle MetalX* instead.

/ JONATHAN TODD



FLAWLESS Opponents never make a mistake, but they're slow.

PSW VERDICT

> UPBERS	> DOWNERS
> Pick-up-and-play	> Looks a bit cheap
> No slowdown	> Annoying sound
> Lots to unlock	> Stupid restart points
> Simple track editor	> Bikes feel lightweight
GRAPHICS > Nice animation, but it all looks a bit basic	5
SOUNDS > Lots of shouting and bike buzzing	4
GAMEPLAY > We saw much better last year	6
OVERALL SCORE	
The whole point of riding a motorbike is because it's exciting, so a game that turns this into something distinctly average really isn't doing a very good job. Go for <i>Freestyle MetalX</i> instead.	5



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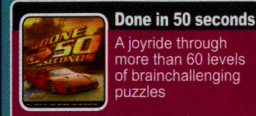


3D Adventure

Fight terrorists in a 3D labyrinth full of danger waiting for you

► **Pswgame 3D**

Compatibility:
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 7650, 3650, N-Gage



Done in 50 seconds

A joyride through more than 60 levels of brainchallenging puzzles

► **Pswgame 50Sec**

Compatibility:
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Airborne Ops

You're exploring weapons of AR-29 Scorpion, most advanced military airship

► **Pswgame Airborne**

Compatibility:
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 6610, 6800, 7210, 7250(i), 7650, 3650,
 N-Gage



Border Cross

Comic style snowboarding game. Player completes 5 courses while gathering points

► **Pswgame boarder**

Compatibility:
 Nokia 3510i, 8910i, 7650, 3650,
 N-Gage, Motorola T720, T720i



Dribble

For football fans. After dribbling past opponents you face the goalie to score

► **Pswgame Dribble**

Compatibility:
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Beat the Dealer

Play a Blackjack with the game that allows you to configure preferred rules

► **Pswgame btd**

Compatibility:
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 3300, 5100, 6100, 6900, 7210, 7250(i),
 7650, 3650, N-Gage



Dragon Stone

Find Dragon Stone to save Dragon Land. Kill the enemies that will try to stop you on your way

► **Pswgame Dragonstone**

Compatibility:
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- 1 Kelis Milkshake
- 2 Gareth Gates Anyone of us
- 3 Westlife Mandy
- 4 Black Eyed Peas Where is the love
- 5 50 Cent In Da Club
- 6 Kelly & O. Osbourne Changes
- 7 Room 5 Make luv
- 8 50 Cent 21 Questions
- 9 Madonna Hollywood
- 10 Craig david World filled with

- 1 Jamiroquai Deeper Underground
- 2 Robbie Williams Come undone
- 3 Ashanti Foolish
- 4 Robbie Williams Supreme
- 5 Nelly Dilemma
- 6 Avril Lavigne Sk8er boy
- 7 Cardigans When you're looking
- 8 Pink Feat. Don't let me get me
- 9 Kylie Minogue Love at first sight
- 10 Craig david World filled with

- 1 Beck Loser
- 2 In Grid Tu es foutu
- 3 Daniel Bedingfield Never Gonna Leave
- 4 Robbie Williams No regrets
- 5 Eminem Hailies Song
- 6 Gareth Gates Spirit in the sky
- 7 Westlife When your looking
- 8 Pink Don't let me get me
- 9 Evanescence Bring me to life
- 10 Beyonce Crazy in Love

- 1 Beyonce Feat. Baby boy
- 2 J. Timberlake Rock Your Body
- 3 Madonna Music
- 4 Benny Benassi Satisfaction
- 5 Coldplay Clocks
- 6 Christina Aguilera Fighter
- 7 Blu Cantrell feat. Breathe
- 8 Linkin Park Somewhere I belong
- 9 Red Hot Chili... Californication
- 10 Da Buzz Do you want me

- 1 Linkin Park Faint
- 2 Iio Rapture
- 3 Ronan Keating I love it when we do
- 4 Nickleback How you remaind
- 5 Eminem Without me
- 6 Lenny Kravitz Are you gonna go
- 7 Craig David 7 Days
- 8 Westlife Uptown girl
- 9 Sean Paul Get busy
- 10 Elton John Sorry seems to be

- 1 Metallica Frantic
- 2 Milk Incorporated In My Eyes
- 3 C21 She cries
- 4 Evanescence Going under
- 5 Backstreet Boys Larger than Life
- 6 Evanescence Tourniquet
- 7 Macy Gray When I see you
- 8 Chistina Aguilera Dirty
- 9 Alicia Keys Gettin' on
- 10 Elton John Are you ready for

THEMES & EVERGREENS

- 1 Madonna Die another day
- 2 Eminem 8 mile
- 3 Mission Impossible
- 4 Austin Powers
- 5 Eminem 8 mile
- 6 Emmerdale
- 7 The Simpsons
- 8 Shakira Underneath Your
- 9 Eve feat Alicia... Gangsta Lovin'
- 10 2Pac & Dr. Dre California Love

DANCE & TECHNO

- 1 Scooter Maria (I like it...)
- 2 Ludacris Move Bitch
- 3 Eiffel 65 Move your body
- 4 One-T and Cool-T The Magic key
- 5 Tomcraft Loneliness
- 6 XTM feat Annia Fly on the wings of
- 7 DJ Otzi Burger dance
- 8 Faithless Insomnia
- 9 Ultra Beat Pretty Green Eyes
- 10 DJ Otzi Burger dance

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- 2 Fireskull
- 3 UK
- 4 Monstersky
- 5 bmw
- 6 blinkeye
- 7 Humanoid
- 8 Ox
- 9 Waterdrop2
- 10 Tits

CELEBS

- 1 britney2
- 2 Carey
- 3 Justin
- 4 Robbie
- 5 Aguilera
- 6 Madonna
- 7 Jlo
- 8 beyonce

NEW

- 1 Spiderwoman
- 2 Goldplanet
- 3 Model
- 4 Enter
- 5 Tribal4
- 6 Pirate1
- 7 Ufoman
- 8 Rat
- 9 Steelskull
- 10 Darklady

- 1 Adonis
- 2 Pikachu
- 3 Goddess
- 4 Friends
- 5 Plugged
- 6 Crazy mouse
- 7 Muscleboy
- 8 Playme
- 9 Tiger
- 10 Watching

*WALLPAPERS for NOKIA 3100, 3200, 3300, 3510, 5100, 6100, 6600, 6610, 6800, 7210, 7250(i), 7650, 8910i, N-Gage, MOTOROLA T720(i), SIEMENS S55, M55, C60, MC60



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- 2 Rascal
- 3 Yintrib
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- 5 Spooky
- 6 Toofast
- 7 Spark
- 8 Lover Boy
- 9 Alien9
- 10 bigeyes

NOKIA models, which can receive logos (except 5146). SAMSUNG SGH-T100

For EMS-compatible mobiles e.g. Ericsson, Motorola, Siemens Replace keyword PSWLOGO with ELOGO

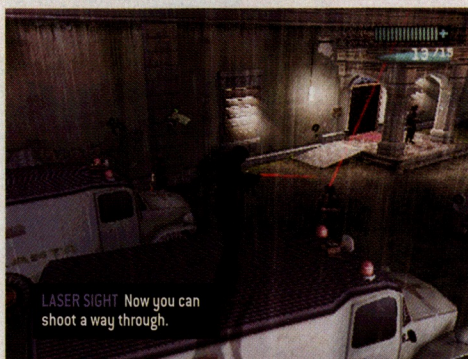
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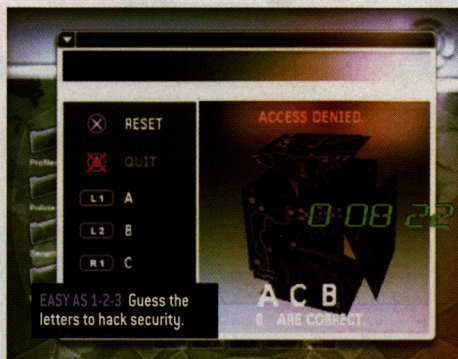
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- 1 Heavydude
- 2 Talkin to me??
- 3 Talkintome
- 4 Headache
- 5 Painkiller
- 6 Naked
- 8 Mouse1
- 9 Gofootball
- 10 Smileysperm
- 11 Hardboyx
- 12 Scary1
- 13 2dudes
- 14 Sportcar
- 15 back
- 16 Loveballs
- 17 bunny
- 18 baderror
- 19 Weewee

NOKIA models, which can receive picture messages (except 5146). SAMSUNG SGH-T100, SGH-R210s, MOTOROLA T720(i), C350



LASER SIGHT Now you can shoot a way through.



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BULLET TIME Limited ammo encourages creeping about.



ALIAS

WITH CHANNEL 4 DUMPING ALIAS AND FIVE BURYING IT IN A GRAVEYARD SLOT, SURELY THINGS COULDN'T GET ANY WORSE FOR JENNIFER GARNER'S TV SHOW? ER...

> TYPE	ACTION ADVENTURE
> PLAYERS	1
> OUT	APRIL
> PUBLISHER	ACCLAIM
> PRICE	£39.99
> DEVELOPER	ACCLAIM
> ONLINE	NO

OK, WE ADMIT IT. WE TRIED TO LOOK UP

Jennifer Garner's miniskirt as she bounced around the opening level disguised as a cocktail waitress. But after 27 minutes spent fiddling around with the camera angle, we gave up and decided to get on with saving the world instead. If the rest of the game had proved to be as interesting as discovering the colour of her pants we wouldn't have minded a bit. Sadly, it wasn't.

Apart from the change of gender and characters, *Alias* looks and plays much like the bastard offspring of *Splinter Cell* and *Mission: Impossible – Operation Surma*. It's a slightly ugly love child too, that inherits all the worst genes

from its parents. You know the stealth drill by now: sneak past guards or take them out at the risk of alerting more, hack security systems, use hi-tech gadgets that just happen to be in your inventory for such an occasion and so on. The only certainty with this format is that you'll be revisiting the same super-tough level time and time again as you inch your way forward through yet another global conspiracy-driven plot.

If it weren't for the strong license behind *Alias* this lack of originality would just be depressing. The story and script are entertaining enough and the game makes good use of Garner, even if she does move like a robot. The TV show is also notable for putting Garner's character, Sydney Bristow, in a range of sexy disguises every week. Within the game this equates to a quick off-screen costume change that allows you to fool guards and enter certain restricted areas.

Fortunately, if you're caught snooping around it doesn't always mean certain death. True, you don't stand a chance against enemies carrying guns, but there are always plenty of objects such as brooms and bottles that can be used as makeshift weapons. And if you get to grips with the sensitive controls there's a standard attack and a special attack when unarmed. It's nothing you haven't seen before though.

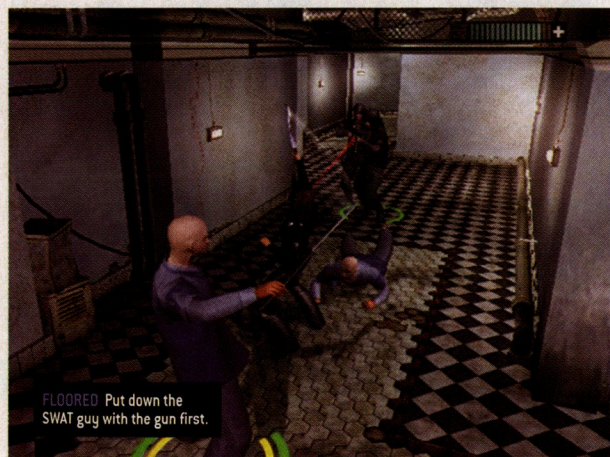
So when *Alias* does try something new it's a pity it doesn't quite come off. The split-screen effect showing Sydney on one side and a nearby patrolling enemy on the other is a simple but effective technique in the TV show that helps to

generate tension. In the game though it's just disorientating. Chances are you'll step out in front of an enemy at just the wrong moment. There's also a pair of puzzle-based mini-games whenever you pick a lock or hack into a security system. Both are fine, but should be set against the clock more often to pose a greater challenge.

The game suffers from strange pacing too. There's no tutorial, so the first mission drags on until you've used almost every skill and gadget. The second mission feels almost as long, but then there's another that consists of just two rooms and only lasts a handful of minutes.

If you can survive this kind of monotony, plus the general odour of over-familiarity that seeps from the game's every pore, then the truly average *Alias* is for you.

/ JONATHAN TODD



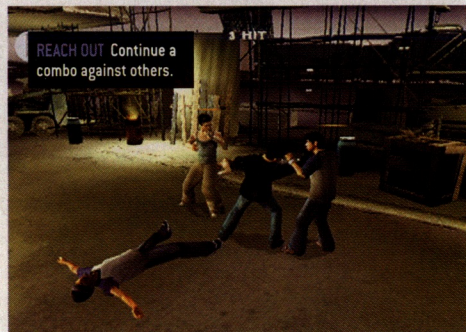
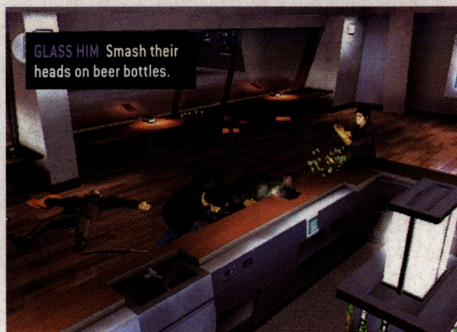
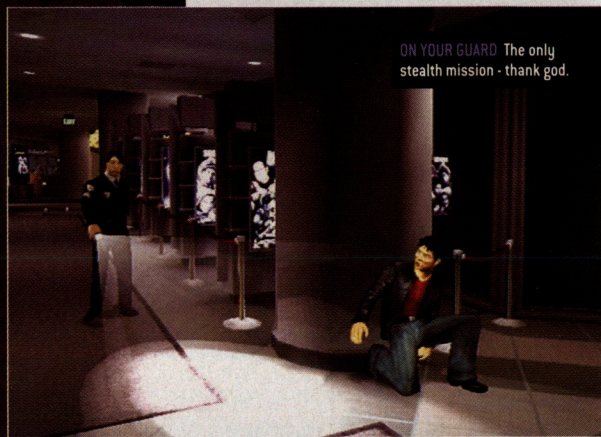
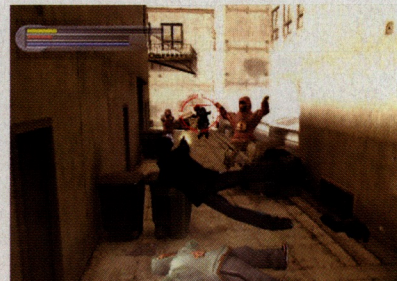
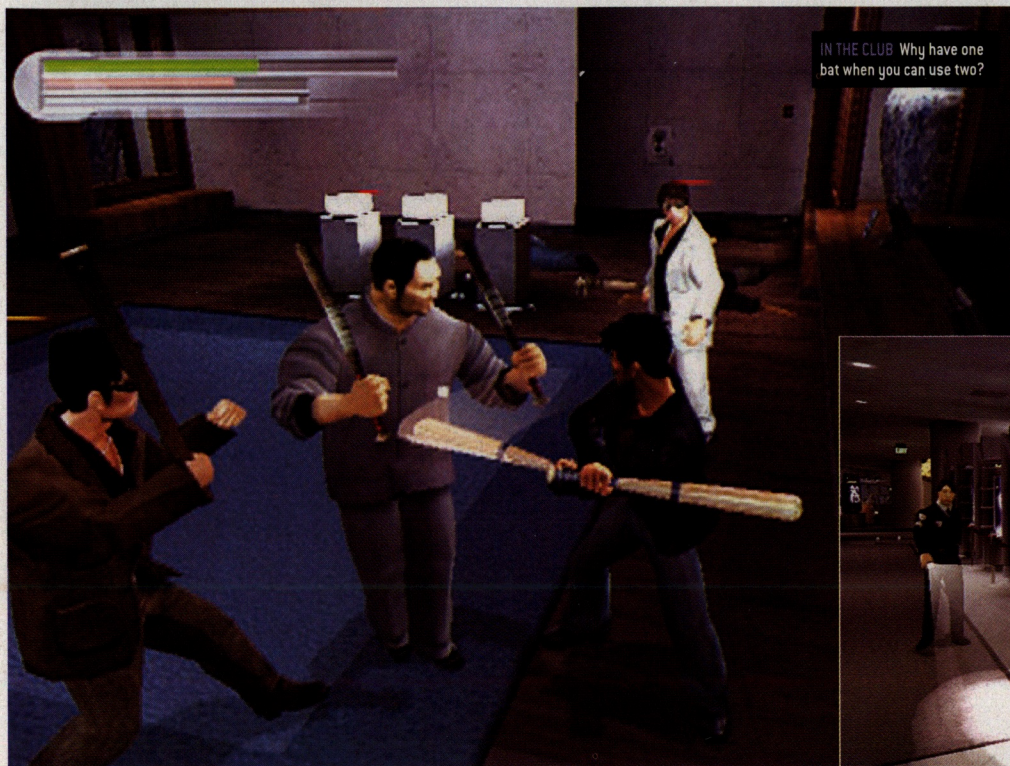
FLOORED Put down the SWAT guy with the gun first.

PSW VERDICT	
> UPPERS	> DOWNERS
> Good use of license	> Completely unoriginal
> Cast involvement	> Odd mission lengths
> Decent story and script	> Touchy controls
> Some cool gadgets	> Unhelpful split-screen
GRAPHICS	> Looks like Jen, moves like a cyborg
SOUNDS	> Cast acquit themselves pretty well
GAMEPLAY	> Predictable stealth, unremarkable combat
OVERALL SCORE	
As huge Jennifer Garner fans we wanted this to be good. But <i>Alias</i> is just another identikit third-person stealth game that we've seen many times before. Solid enough, but sadly unoriginal.	
	5

fun,
anyone?
PlayStation 2

something is happening in Hanyuda
www.forbidden-siren.com





RISE TO HONOUR

JET LI'S *FISTS OF FURY* GO INTO OVERDRIVE AS HIS OWN BRAND OF HONG KONG CINEMA REACHES THE GAMING MASSES. BUT IT PROVES TO BE A FALL FROM GRACE.

> TYPE	ACTION ADVENTURE
> PLAYERS	1
> OUT	APRIL
> PUBLISHER	SONY
> PRICE	£39.99
> DEVELOPER	SONY
> ONLINE	NO

POOR OLD JET LI. HE'S SO DESPERATE TO follow in the footsteps of Jackie Chan and crack the Western chop-socky market that he's prepared to take on any old rubbish. In *Lethal Weapon 4* he was criminally underused and had to play second fiddle behind Danny Glover of all people. *Romeo Must Die*, *Kiss of the Dragon* and *Cradle 2 the Grave* were straight-to-video fodder somehow given big-screen releases. And even high concept films such as *The One*, in which he fought increasingly more powerful versions of

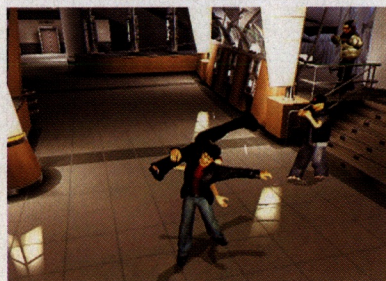
himself, ended up swamped in elaborate yet dull CGI. You can point a finger at Hollywood for dumbing-down Asian cinema with inane scripts and softened violence, but since we're told that Jet Li had plenty of involvement in making this disappointing game then at least some of the blame must lie at his high-kicking feet.

And yet it's not the lack of bone-crunching brutality that's the problem here; it's more to do with everything in between. Controlling Li's character Kit Yun couldn't be any simpler: to

launch a kick or punch you don't so much move the right analogue stick as slap it in the direction of an enemy. This might sound strange but it allows you to change direction in an instant and chain moves against more than one opponent. When your red adrenaline bar is full, holding L1 while moving the right analogue stick produces a flurry of fists and feet. Using this method it's possible to roundhouse kick the guy running straight at you, drop another coming from the side with punches and then sweep the legs of a third creeping up behind – the only skill you need is good timing.

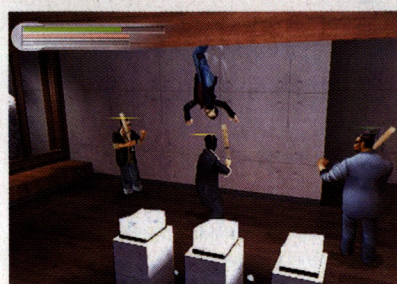
DRUNKEN MASTER

As enemies multiply and bosses become tougher these combos, counter-moves and throws become trickier to execute. This is where the environment comes in handy: you can wrap chairs around heads, run up walls to launch a spin-kick, or even slide opponents across a long table like in a Western saloon brawl. It's all quality fun and the more inventive you are the more gems you'll uncover.



LINE 'EM UP The bartender helps by lobbing bottles at enemies.

ACROBATS Team up with other characters for a windmill kick.



"IT'S JUST SIMPLE AND FAIRLY REPETITIVE FIGHTING ACTION, BUT WELL MADE AND GOOD FUN WHILE IT LASTS."

Essentially, it's just simple and fairly repetitive fighting action, but well made and good fun while it lasts. Which is why there's no need for any of the bolted-on shootout sections. The controls that work so well in the fighting bits don't feel at all right here. Then there's the unlimited ammo, designated cover points and brainless enemies. It all combines to make things far too easy. And the inclusion of a bullet-time feature doesn't really help, either.

RISE AND FALL

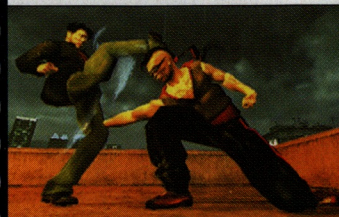
But the problems don't end there. When you're not actually fighting or shooting you're sprinting through a series of obstacles that test jumping, climbing and wall-running skills. Sounds exciting, doesn't it? And it would be, if you were doing more than moving Kit Yun through a terribly linear path and pressing the context-sensitive R1 button when told to 'jump', 'climb' and so on. If you can read, you've got all the gaming skills needed to complete some levels. It's all well and good controlling a character with unnatural athletic ability, but it's not so much

fun when your control over his dexterity is so limited. The developer should have taken a few tips from *Prince of Persia* on how to handle this aspect of gameplay. The level where a slight delay at any obstacle means instant death from a pursuing helicopter's fire reminds us of the ancient arcade game *Dragon's Lair*—you're not given much to do, but you have to do it perfectly, and with split-second timing. On the upside, some of the cinematic touches scattered liberally throughout the game actually work quite well. Structuring the levels like chapters on a DVD and giving you a choice of original Asian dialogue or English dubbing with subtitles are neat additions, while the cut-scenes that interrupt combat sequences to highlight a special move or something that looks cool are, well, cool. What story there is will be familiar to martial arts fans and it's well presented too. But all too often you'll be stuck watching events unfold like a passive spectator instead of driving things forward yourself. Not bad, but a bit of a wasted opportunity.

/ JONATHAN TODD

TRAILER TRASH

THE MOST CINEMATIC MOMENTS IN RISE TO HONOUR. ROLL VT!



PSW VERDICT

> UPBERS	> DOWNERS
> Thrilling fights	> Quickly repetitive
> No button bashing	> Boring shooting
> Fast-paced	> Some aimless running
> Destructible environments	> A bit short

GRAPHICS > Good animation, diverse backgrounds **6**

SOUNDS > You can feel every blow connecting **8**

GAMEPLAY > A bunch of short, repetitive fight scenes **6**

OVERALL SCORE
Kinetic action isn't enough to save an ultimately shallow game. The fighting is great fun, but it's the bits in between where there's little or nothing to do that frustrate very quickly.

6



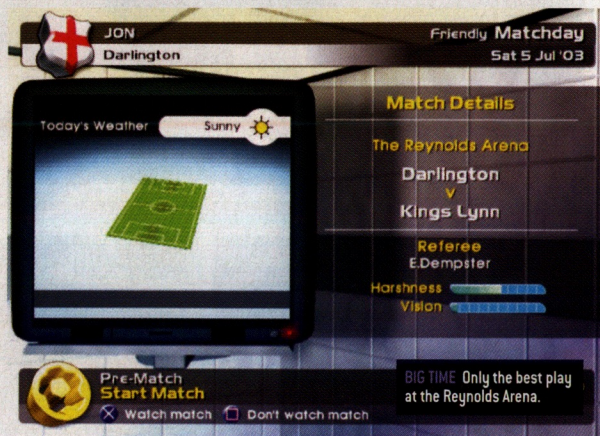
MISKICK A 'keeper blunder and it's an easy tap-in.



GREAT SAVE Matches contain a few silly moments.



SOFT CENTRE Three at the back just isn't working.



LMA MANAGER 2004

THINK YOU COULD DO A BETTER JOB THAN WENGER OR HOULLIER? LMA MANAGER 2004 GIVES ARMCHAIR ALEX FERGUSONS THE CHANCE TO PROVE THEIR MANAGERIAL SKILLS.

> TYPE	SPORTS
> PLAYERS	1-2
> OUT	NOW
> PUBLISHER	CODEMASTERS
> PRICE	£34.99
> DEVELOPER	CODEMASTERS
> ONLINE	NO

AS LUCK WOULD HAVE IT WE'RE WRITING

this review just after the January transfer window has closed. There's been a late flurry of bargain basement activity from the likes of struggling Spurs, Leeds and Blackburn – only days after Arsenal, Man Utd and Chelsea bolstered their already bulging squads with multi-million pound purchases. The point of all this is that every player signed up to 5pm on Monday, February 2nd is listed at their new club in *LMA Manager 2004*. How's that for being bang up-to-date and on the money?

But if you've got *LMA Manager 2003* you might want to think twice about updating. Tweaks and one extra gameplay mode you can probably live without, so the decision really boils down to how badly you want squads that cover the busy January transfer window. Is Jermain Defoe toiling away in Division One in West Ham colours rather than Premiership mid-table

mediocrities Spurs a problem for you? Is Scott Parker being a one-man team at Charlton, rather than another casualty of Chelski's squad rotation a major issue for you? Do you really think Jose Reyes is the next Thierry Henry? If your answer to all these questions is "No" then save yourself £40 and stick with last year's version.

What little extra there is stands as pretty insignificant in the grand scheme of things. Three extra leagues from South America are by the by, while the Fantasy Team mode seems to be aimed at people who don't like football management games. Here you're given £80M and an £800,000 wage budget to sign a dream team, which removes the budget-conscious wheeling and dealing aspect, shifting the emphasis on to tactics. That's still considerably less money than Chelsea has spent, mind.

On the other hand, it's fair to say only so much could be done with what is in fact a pretty solid template anyway. What always strikes you most about the *LMA Manager* series is the simple menu layout and easy navigation through reams of unavoidably dry stats. We're still not entirely convinced a football club can be run successfully when staff are only able to communicate through email, but the inbox message system is far better than trawling through *Premier Manager 03/04*'s never-ending series of meetings.

LMA Manager 2004 also gets it right in the most important area: the pitch. The 3D matches clearly don't possess *Total Club Manager 2004*'s glossy presentation thanks to that title's brother-

sister relationship with *FIFA 2004*, but who cares? Seriously, who cares? Matchday shouldn't be about admiring how every strand of Beckham's mullet is modelled perfectly – it's just a way of reflecting the tactics you pick beforehand and the strategies you implement during the game. In this respect *LMA Manager 2004* comes up trumps, since your tactical tinkering is genuinely able to turn a match around, or hold on to a result. The only downsides are a relatively ineffectual option to 'shout' basic instructions from the dugout and some unrealistic play during matches.

As the Premiership season enters into its exciting finale, it looks like the honours for top footy management game have already been decided with *LMA* pulling out a massive lead.

/ JONATHAN TODD



DELEGATE Let backroom staff manage the money.

PSW VERDICT	
> UPPLERS > Bang up to date > Matches reflect tactics > Easy navigation > More detailed than ever	> DOWNERS > Little that's new > Wobbly match moments > Some strange transfers > Weak, tinny sound
GRAPHICS > Crisp menus, functional 3D matches	5
SOUNDS > Fails to create any match atmosphere	4
GAMEPLAY > In-depth, addictive and pretty realistic	8
OVERALL SCORE Retains its position at the top of the table by some distance, even if the price of a season ticket seems even harsher for long-standing fans this time around. A BLT rather than prawn sarnie.	
8	

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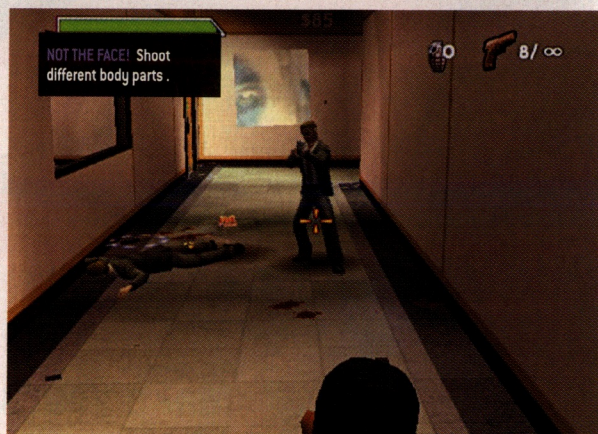
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esc



ENVIRONMENTALIST Destroying the environments is intensely satisfying and true to cop movie form.



BAD BOYS II

RUN, SHOOT, RUN, SHOOT, RUN, SHOOT, EXPLODE, RUN, SHOOT, EXPLODE. IT'S EXACTLY LIKE THE FILM. EXCEPT IT'S NOT THE FILM. NOTHING LIKE IT.



> TYPE	ACTION
> PLAYERS	1
> OUT	NOW
> PUBLISHER	EMPIRE
> PRICE	£39.99
> DEVELOPER	BLITZ GAMES
> ONLINE	NO

WE DON'T MIND ADMITTING THAT WE QUICKLY became confused at the utter lack of connection between the film *Bad Boys II* and the game *Bad Boys II*. We would assume that a movie tie-in would sport likenesses of the actors. Sadly, *Bad Boys II* features neither the image of Will Smith nor Martin Lawrence. Nor does it feature their voices. Not only that but the game doesn't bear any resemblance to the plot of the film, or feature any shared locations either. In summation, the only connections between the film and the game are the name and the fact it has two guys in it. Oh, and the guys have guns.

This is clearly not a game for fans of the film then. In this respect it's a crushing disappointment in every imaginable way. Still, if the game is sound, that needn't matter and the basic premise is simple and effective enough. Viewed primarily from a third-person perspective, you control one of the two cops — cops who, like we said, bear absolutely no resemblance to Will Smith and Martin Lawrence whatsoever — and wander about the place shooting people and collecting evidence. No great surprises there but the way the shooting is done is quite different. The innovation here is the "Cover Point Attack System." This is basically a fancy, capitalised

way of saying, "hiding behind stuff and shooting things". Glowing circles on the floor indicate cover points, duck behind these and you are given a limited view of the area behind the cover point, allowing you to line up shots before leaping out of cover and blowing some poor drug-dealer's head off.

MOVE AND FIRE

This "Cover Point Attack System" works reasonably well but is let down by some quite significant flaws. Firstly, this aspect, as with much of the rest of the game, feels a little rough and unfinished. Quite often, having trained your

sights on a bad guy, you'll leap out only to discover yourself aiming somewhere else entirely. The entire basis of this system is to change the perspective and position of your character without changing the point you're aiming at. When this fails, not only are you left shooting at thin air but it also gives the numerous bad guys lining up to replace your vital organs with hot lead plenty of time to do just that. Then there's the fact that this system can only be used at predetermined points. There is no freedom or room for improvisation — you just find the circles on the ground and then you hide and then you shoot — that's it. Sometimes when



CHECKING FOR NITS These cops aren't afraid to use force.



IT'S YOUR ROUND Bar room shoot-outs result in destruction.



OPEN SEASON Caught out in the open? Just fire wildly until you can get back behind cover.



BELLY SHOT While a single head shot will kill, numerous body shots are needed to down a foe.



JUSTICE SHOT Disarmed enemies will surrender.

NEVER SAY NEVER AGAIN

IF A NO-BRAIN ACTION FLICK LIKE *BAD BOYS* CAN GET A SEQUEL, WHY CAN'T THESE ABSOLUTE CLASSICS?



CONDORMAN 2: CONDORMANIA

Our childhoods were lit up by Michael Crawford saving the world dressed as a condor. The gadgets were impossibly cool and the chase scene with the Porsches and the Condormobile remains a highlight of the PSW collective memory. More now.



RISKY BUSINESS 2: RISKIER BUSINESS

This early Tom Cruise vehicle involved drowning a Porsche, smashing a house and kind-hearted hookers performing for nothing to pay for the repairs. Surely the sex industry has moved on far enough for a sequel to be a necessity?



FERRIS BUELLER'S DAY OFF 2: FERRIS BUELLER'S WEEK OFF

Stepping up from mere Porsches to full Ferrari destruction, this classic tale of time off and smashing things still puts the wind in our sails. A fresh look at slacking through the... oh no, wait a minute, that's just *Dude, Where's my Car?* Isn't it?

you want a circle, it's just not there either. For example, try entering a room where all the bad guys are hiding just out of view. The most logical way to proceed would be to stand at the other side of the door and take them out one by one. However, if there's no cover point then it's a simple case of tough luck! This really doesn't make any sense to us and can be incredibly frustrating. Similarly, when you bust open a door, it can often obscure your view of the room. This seems an unusually slapdash approach.

The action is given the barest of respites in the form of the end-of-level baddies. Coming in the form of super-hard bad guys with rocket



IN A BLAZE OF GLORY Death animations are highly satisfying.

"IT'S A BIG, STUPID, POPCORN-CHEWING, HOTDOG-MUNCHING ACTION BLOCKBUSTER OF A GAME. NOTHING MORE."

launchers and helicopter gunships, these require the age-old technique of observing his movement pattern, hiding behind stuff and shooting. Not a great change in pace then, but enough to put a full stop at the end of each act.

YO HOMIES, SMELL YOU LATER!

Still, much like the film it bears absolutely no resemblance to highbrow entertainment. It's a big, stupid, popcorn-chewing, hotdog-munching action blockbuster of a game. Nothing more. Shooting bad guys feels satisfying, especially when you cap someone in the head and they pirouette through the air backwards. When you shoot bottles they smash, paintings fall off walls, sculptures shatter and oil drums explode in a manly and gratifying style. If you want little more than a whole bunch of shooting, with little or no brainwork at all, or a predetermined run through an exploding violence theme park of death, then you may come away satisfied.

At its best, it works much like *Time Crisis*, as predetermined groups of bad guys leap from cover and you take them out in one smooth movement. At its worst, it feels like a half finished mass of inconsistency and archaic gameplay ideas. In the end it's difficult to recommend. Worthy of a rental perhaps, just to experience the satisfaction of taking down the bad guys. However, the thrill wears thin so quickly that only the insanely rich and attention deprived need even consider purchasing it.

/ MARK SORRELL

PSW VERDICT

> UPPERS

- > Satisfying shooting
- > Big explosions
- > Destructable scenery
- > Some nice effects

> DOWNERS

- > No connection to the film
- > Very repetitive action
- > Unimpressive graphics
- > Irritating wisecracks

GRAPHICS > Fair, with occasional flashes of detail

5

SOUNDS > Good explosions but terrible voiceovers

4

GAMEPLAY > Flawed and unfinished feeling

6

OVERALL SCORE

The whole game feels unloved. Despite a smattering of innovation, the lack of gameplay polish and the fact that it has no relevance to the film makes us wary of recommending this.

5

MINI REVIEWS

A QUICK ROUND-UP OF THE GOOD, THE BAD AND THE UGLY. BUT MAINLY THE BAD. AND THE REALLY UGLY.



GOBLIN COMMANDER

FOR THOSE PEOPLE WHO'VE ALWAYS DREAMED OF COMMANDING GOBLINS.

> TYPE	STRATEGY
> PLAYERS	1-2
> OUT	NOW
> PUBLISHER	JALECO
> PRICE	£39.99
> DEVELOPER	JALECO
> ONLINE	NO

GOBLIN COMMANDER IS A BRAVE ATTEMPT TO MAKE

PC strategy games acceptable to console owners. Usually the domain of pale, bearded men sweating over PC's *Goblin Commander* has been designed from the ground up to work on consoles. And to be fair, work it does.

Control over your goblin horde is simple enough and well thought out too, with only single button presses needed to direct your troops into battle. Menus are designed around rotations of the analogue stick. Even when you're manoeuvring three tribes and a Titan – the massive lumbering war machines native to each tribe – controls are never fussy and getting things done is a simple affair.

The big problem though is that no matter how easy *Goblin Commander* is to play, it lacks personality. In part this is down to the actual goblin – generic Tolkien fodder, and a particularly flavourless breed at that. They are badly drawn, badly animated and entirely lacking in character. The problem with all this is that it doesn't help to prolong your interest in keeping them alive. Surely ninjas or pirates or robot cats would have appealed more to the potential console-owning strategists out there?

As things stand this game ends up falling between a rock and a hard place. On the one hand, it's far too simple for seasoned strategy fans, while on the other it's too bland and uninviting to attract the casual gamer. When you combine this with an overly short single-player campaign and a laborious two-player mode – that feels pre-determined to end in a slow war of attrition every time – there is little left over to recommend to anyone other than desperate strategists with a love of goblins.

/ JONATHAN TODD

PSW VERDICT

OVERALL SCORE

A noble idea let down by a lack of commercial and creative accumen. While what's here works, there isn't enough of it and it never seems able to totally involve you.

4

.HACK INFECTION

NO, IT'S NOT A SPELLING MISTAKE, STD OR HIDEOUSLY VIOLENT ADVENTURE.

> TYPE	ACTION
> PLAYERS	1
> OUT	NOW
> PUBLISHER	ATARI
> PRICE	£19.99
> DEVELOPER	BANDAI
> ONLINE	NO

THIS GAME HAS A STUPID NAME. THE REASON FOR

this is that it is part of a "multimedia experience" including games, movies, a TV anime and comic books. As they all have stupid names, so the videogame is similarly encumbered. The story is set in the year 2007 where a networked game called "The World" is hugely popular. Naturally, things are not as they seem and it's your job to sort out the troubles. This is the first of four games, the last of which has just been released in Japan and its age shows. It's old and it looks old – sound and animation is poor and the characters look blocky and malformed. Thankfully, the gameplay redeems matters a little. This is a rather unique proposition, a simulated massively multiplayer online adventure game. It plays much like many adventure titles: fight monsters, gain items, become amazingly hard. However, instead of actually getting online and talking to real people in the pursuit of ultimate toughness, here the whole game is on the disc. The "game" world and the "real" world are both simulated for your gaming pleasure and it sort of works. Sort of. While the game mechanics are sound, suitably complex without being unintelligible, the idea of simulated reality leaves you feeling that you are either indulging in a very normal adventure disguised by little more than the video gaming equivalent of a hat and a false beard or alternatively that you should be playing with real people and making real friends. Either way, this isn't as clever as it wants to be and will mostly appeal to fans of the anime. Who all live in Japan and haven't moved to Britain because of the lack of stuff like this.

/ MARK SORRELL

PSW VERDICT

OVERALL SCORE

An elderly adventure with bizarre internet-on-a-disc style presentation. There are better adventures out there but they're probably not quite as weird as *.Hack Infection*.

5

SPHINX AND THE CURSED MUMMY

IF YOU'RE FOND OF GOOD GAMES WITH SLOW STARTS SPHINX IS HARD TO BEAT.

> TYPE	PLATFORM ADVENTURE
> PLAYERS	1
> OUT	NOW
> PUBLISHER	THQ
> PRICE	£39.99
> DEVELOPER	EUROCOM
> ONLINE	NO

YOU KNOW HOW THE BEGINNING OF ANY GIVEN BOND

movie often turns out to be the best bit of the entire film? Tightly choreographed action, high octane explosions, gunfights and an outrageously brilliant stunt before that music cuts in and the opening credits begin to roll. Well, *Sphinx* operates on the complete reverse of that formula.

Commencing with perhaps the dullest opening hour or so of any video game ever, *Sphinx and the Cursed Mummy* is a triumph of poor pacing.

Thankfully though, it does get better. Most easily described as being like a *Zelda* adventure set in Egypt, what at first seems little more than a dull platform game slowly metamorphoses into a really quite reasonable romp. Despite any voice-acting the characters are quite charming, the quests are many and varied and the two playable characters provide two distinct rhythms of play.

There are problems though, the biggest of which is the save system. Why anybody would make a game of this scale without a quick-save function is beyond us. Half hourly saves are insufficient, and having to view a series of cut-scenes or complete a set of puzzles more than once is a tedious and hate-inducing task. The pace is often slow with only one objective available much of the time rather than the open structure constantly hinted at.

Still, there is much to enjoy here once you have battled your way past the excruciating pastry shell of the first few hours and got down into the meat and gravy filling below. With a little more thought and a willingness to strip out elements that didn't work this could have been an excellent game. As things stand it is merely good.

/ JOFF BROWN

PSW VERDICT

OVERALL SCORE

An excellent game let down by poor pacing and an archaic save system. Not a patch on *Ratchet and Clank* or *Jak II* but competent none the less.

7

OFFICIAL STEALTH WARNING!

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37 THINGS TO SEE AND DO IN TONY HAWK'S UNDERGROUND

Think you've got everything you can out of the latest Tony Hawk's title? Not until you've experienced this little lot, you haven't. Read on, and see what you've been missing.



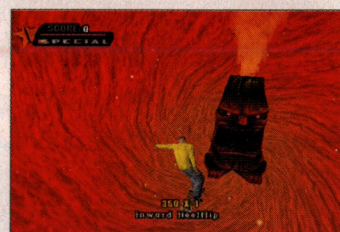
1/ BUST THE LONGEST COMBO

C'mon. No matter what other thrills are out there, it's still all about the high scores. This shot isn't even close to our top stuff — think 8 MILLION if you want to get hardcore. We didn't show you our top score cos, erm, we didn't want you to get jealous. Yes, that's it...



2/ GET UP ON THE ROOF

One of THUG's quiet pleasures. Scale the heights any way you can and look down on your domain, without the imminent fear of skating straight off. It's a great way to spot the best gaps, and experienced skaters will spine off the roof onto a ramp for mad speed.



3/ ENTER EVIL TIKI'S WORLD!

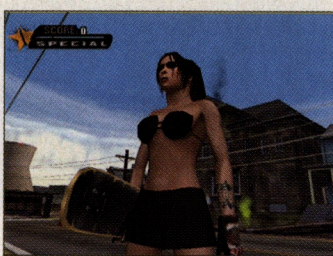
Hawaii holds terrors of its own — namely Evil Tiki, the man-sized mascot of the Evil Tiki Company on a storefront at the back of the level. Jump into him to enter this crazed hell-world. Just another example of why developers Neversoft should be sectioned. Now.

“CREATE YOUR ULTIMATE PARTY LADY AND SPIN HER AROUND FOR A LEVEL WONDERING WHAT LIFE WOULD BE LIKE IF YOU COULD MARRY BAM MARGERA.”



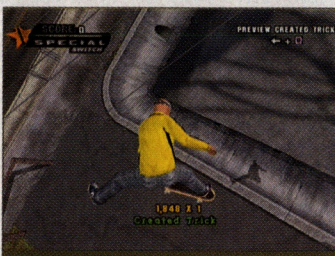
4/ DRIVE THE LEAF-BLOWER

Forget the cars in THUG, because they're entirely rubbish. The Leaf-blower is where it's at, letting you see Vancouver in style at around four miles an hour. Slow, but sexy. What's that, you say? There's a dune buggy on the KISS level? This is better.



5/ BE A GIRL AND WEAR A DRESS

You've always wanted to, haven't you? So why not create your ultimate party lady and spin her round a level or two, imagining what your life would be like if you could marry Bam Margera. Go on. Nobody's watching. You dirty ape.



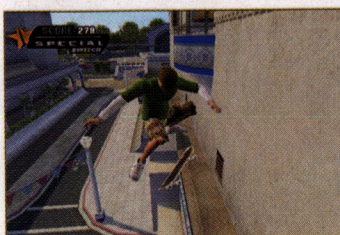
6/ INVENT AND NAME YOUR OWN TRICKS

Nothing says "I've played THUG to embarrassingly high levels" like coming up with your own tricks. Real pros will name them with 'hilarious' insults to friends. If you still have friends after coming up with tricks for hours on end. It has to be done.



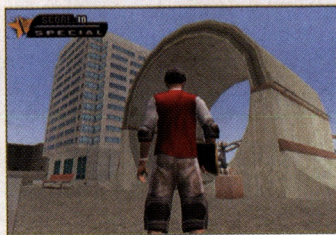
7/ SPOT THE MENTAL SEX PISTOL BLOKE

Somewhere in the reel of team tapes, just as the world's snottiest kid is sounding off about how he hates the Sex Pistols, lead singer and mad-as-a-fishfinger celeb John Lydon's sneering mug fills the whole screen for a second. Get him out of here!



8/ FIND ALL THE GAPS AND MAKE 'EM

Another old-school Hawk's favourite that's easily overlooked because it's less than essential to completing the game. Nevertheless, finding all the gaps in a level is pure gravy to the initiated. This is skating, people, skating. Never forget that.



9/ BEAT OTHER PEOPLE'S PARKS

Here's how it works: go online, find some people hanging out in their own custom skate parks, get in there and own them. It's a fantastic way to earn your stripes, and it proves your impromptu skills in ways normal skating never can or will.



10/ CHEAT LIKE A BIG BASTARD

Ah, sod it. Cheats won't ruin the game for you, but they will add a new twist. Why not type *getitup* for moon gravity in the Cheats screen? Or *keepitsteady* for infinite grinds? There's more cheats on this month's DVD as well. Go look. We won't tell anyone if you don't.



11/ DISS THE WACK-TALKING RUSSIANS

Word to your brother! For some reason the Russian MTV wannabes in Moscow completely crack us up with their pseudo-punk speak. It's like Linkin Park grew up in Gorky Park. We should probably be beyond this sort of cheap laughs, but we aren't.



12/ WATCH NEVERSOFT SMASH A CAR UP

The end credits contain a mini masterpiece. Watch in awe as the THUG development team lovingly craft a custom vehicle complete with stencils and spray-paint, and then smash it up. We wish we had their balls. Not their bills, though.



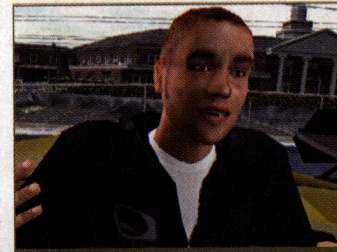
13/ PLAY IN THPS2'S VENICE LEVEL

Get the icon in Evil Tiki's world (see No.3) and you'll open up the beloved Venice level from *Tony Hawk's Pro Skater 2*. It's all tarted up with flash modern graphics, but the layout's the same. No, it's not as good as you remember it, but...



14/ THROW FIREBALLS AT YOUR FRIENDS

Two-player mode is full of joy in any *Tony Hawk's* game, but *THUG's* Fire Fight is the daddy of all the less-than-serious competitive modes. Throw fireballs! At each other! To knock each other over! What could possibly be better than this?



15/ LAUGH AT SAD OLD ERIC SPARROW

He whines. He bitches. He steals your tape. He becomes your greatest enemy. But somehow we can't help showering amused pity on Eric Sparrow. He's so ugly, for a start. So doomed to failure. So square of shoulder and flinty of heart. Bless.



15/ UNLOCK MARVEL'S IRON MAN

Complete the game in beginner mode and you'll unlock the classic Marvel superhero Iron Man with all his stats maxed out. Do it on normal difficulty and you'll get Kiss's Gene Simmons too, but who really cares about that? Can he fly and fire lasers? No.



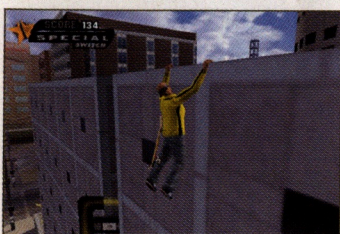
17/ DITCH THE SHORTS AND SHIRT FOR A SUIT

Don't hang around like a disgusting slob all the time. Make use of the extensive editing facilities the boys at Neversoft have given you and smarten yourself up a bit, like our vaguely threatening fella here. Snappy is the new scruffy, you know.



18/ CHECK OUT BAM MARGERA

The man could swim naked through a pool full of carving knives and still come out grinning. Watch the bonus video, marvel at the sheer number of times he manages to fall on various extremities, and wonder how this man will ever produce children.



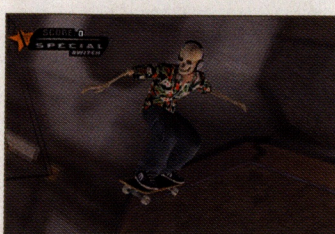
19/ FIND THE SECRET TAPES

It might not be the most important part of *Tony Hawk's* any more, but there's still a hidden tape on every level. Our best tip for finding them? Look to the skies and you'll spot the buggers. The one in this pic lives high on a building, not very far from a certain alligator...



20/ BEAT EVIL ERIC'S LINE

THUG's final challenge is tougher than a rhino in Kevlar underpants. Follow Eric's line across the bridges and telegraph lines of New Jersey, but watch out for the Molotov cocktails he throws. Remember, you're beating the clock, not Eric himself. It can be done.



21/ WEAR A SKELETON HEAD

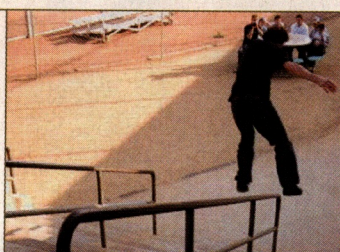
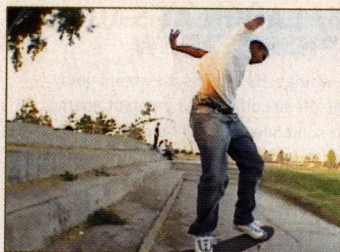
What would a *Tony Hawk's* game be without the opportunity to swap your ugly mug for a skull and your skinny arms for bones? Duller, that's what. Rattlin' good fun, and true skatepunk ethos to the core in ways we can't express, even to ourselves. Just do it.



22/ ENJOY THE WET BEAVER PARTY BOAT

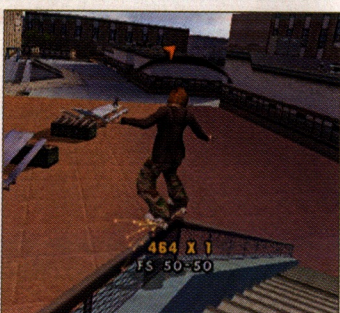
Never mind that Tampa's party boat is covered in gyrating ladies, frat boys and kegs of 'brewski'. It's still a great little halfpipe that's surprisingly challenging to master, given its prominence in the early stages of the game. Keep a cool head and don't turn.

"THE FINAL CHALLENGE IN TONY HAWK'S UNDERGROUND IS TOUGHER THAN A RHINO IN KEVLAR UNDERPANTS."



23/ WATCH SKATING... WITHOUT A BOARD?

Some cunning CGI sees a skater grind down a rail on a board that isn't there before ollieing all the way across an impossibly huge gap. You'll find it in the team recruitment vids, which contain many a gem of real skating action.



24/ GO BACK TO SCHOOL

Of all the *Tony Hawk's Pro Skater 2* levels, School II is the most well known. Don't know it? Then get ye to New Jersey's station, check the quarter pipe at one end, and jump up to access it. It's high up, sure, but who can shrink from a challenge like this? Not us.



25/ WINCE AT THE BAIL OUTS

Ow... he didn't just... blimey! Eeeuw! I can't watch! He's only gone and... aw, not the nuts — yep, right in the nuts! Oof. Bang. Wallop. Ouch... Unlocking the bail vids means you'll have access to some of mankind's most painful moments.



26/ ADMIRE THE HAWAIIAN BABES

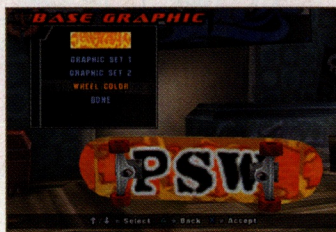
The first time you see the sun-kissed shores and be-thonged babes of Hawaii, you'd be forgiven for thinking you'd died and gone to video game nirvana. Plus there's EVIL TIKI! We love Evil Tiki. He's not really that evil, you know. He's nice to us.





27/ MAKE THE LEAP OF FAITH

By far the most amazing stunt (certainly to watch, if not to actually do) is this stunning stunt over a chopper from a Hawaii hotel. You should be very proud. Until that fannybadger Eric steals the tape of the trick, thus prompting more tomfoolery.



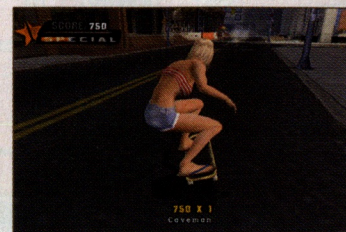
28/ PERSONALISE YOUR DECK

Make your mark, soldier. Stamp your name on your deck for that personal touch. Provided it's only four letters or less, of course. Which ours is. Thanks be to the baby Jesus. As for you, think of a suitable acronym or just settle for a picture of a burning skull, or summat.



29/ MAKE YOUR OWN PARK OF DEATH

Once you've aced everything else in the game, you can always set yourself your own impossible tasks with the unbelievably comprehensive park editor. Or fart around in the pre-made parks like us, pretending you just don't have the time to do it.



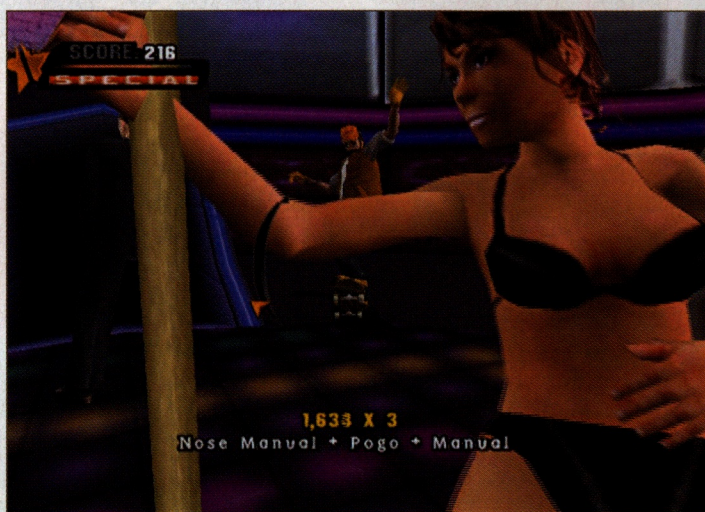
30/ PERFECT THE CAVEMAN MOUNT

It's when you jump on the board from a standing start. It's the way to start your utterly enormous combo with style. It's brand-new. And it's called the Caveman, which is the coolest name for a trick EVER. Get in. Doesn't really add a lot of points, but it's nice.



31/ JOIN GLAM ROCKERS KISS

Hit all four Kiss letters in the final Hotter than Hell level, and glam rockers Kiss will perform for you. Why Kiss? Why not Eminem or The White Stripes? We honestly don't know. It's meant to be retro cool, we suppose. Hmm. Okay, we get it now. Yeah. Rock on!



32/ WATCH THE COP GET HIS GOAT

Duck behind the strip club and you'll find a dodgy cop eyeing up a goat's ass. Ah, Mr THUG, you and your disrespectful attitude to the authorities! Will you never learn, you scamp? Say five hundred Hail Marys and do three weeks' community service.

33/ GET INSIDE THE STRIP CLUB

It has to be done, though, doesn't it? Once you've seen the goat-boy cop climb the steps at the side of Tampa's most notorious establishment and you can leap right inside to watch some cartoon-like pole dancing. Silly as you like. No jokes about pole grinding please.



34/ PUT YOURSELF IN THE GAME

Only PS2 owners have the ability to put their own features in the game for an unnerving level of interaction. Does it really look like you? Well, a bit. With a bit of judicious tweaking, anyway. We only wish it was, like, a bit simpler to use.



35/ BUST SOME NUTS WITH A CAR

Everyone knows the cars in THUG are rubbish. Just about the only reasonably enjoyable car-based mission in the whole of the game is when you get to smash up the nut vendors' stalls in Manhattan. And only because of the smashing.



36/ ENJOY THE COOL SOUNDS OF YOUTH

Aside from, ahem, Kiss here, there's a hell of a lot of good music in THUG. Over 75 tracks, and don't forget, you can edit out the ones you don't want. Like Kiss for example. And just play the hip hop. That's just a suggestion, of course, but...



37/ SKATE ON THE INTERNET

And to top it all off, when you've waded through every other sight in the game there's still all that internet malarkey. Skate with up to eight players in the same park, livin' it up online. Now, where did we put our network adaptors?

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THAT AIN'T ALL! Playable cheats for Return Of The King and MOH: Rising Sun and a brilliant new DRIV3R trailer!

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PlayStation 2
OFFICIAL magazine-UK

ISSUE 44 ON SALE 19 FEBRUARY

BROWSER

FONDLE OUR REAR END.



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DVD REVIEWS

>> Agent Smith and his army of twins get the PSW treatment — *The Matrix Revolutions* reviewed!

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DIARY



>> A behind-the-scenes look at the emotionally charged world of PSW. Thrills, chills and spills galore because yes, we are at least that exciting, if not so much more so.

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TALKBACK



>> We sat down with Sabrina from Mis-Teeq and asked her some probing questions. Read her views on catsuits, Rick Astley, The Darkness, and much more, right here.

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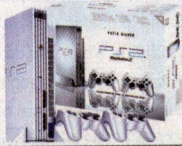
FORWARD PLANNER



>> A handy, one-stop guide to all the games due to climb out of the game womb and into your PS2 this year. *Killzone! Juiced!* They're all here. Don't miss them!

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CONNECTING



>> Your complete guide on how to attach a PS2 to the world-wide electrical interweb using only the magic of cables. Plus the full skinny on what to expect once you're there.

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UPGRADE



>> A selection of brand new and highly desirable mobile phones, trendy gadgets and electronic gizmos you won't be able to live without once you know they exist.

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YOUR DVD



>> Get the full lowdown on what you can expect to find on that flat, round, shiny silver orgy of goodness that is the infamous and captivating PSW DVD.

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ESSENTIAL 50



>> The best 50 games on your PS2 as recommended by team PSW, designed exclusively to incorporate only the prime cuts of the special PS2 gaming carcass.



THE MATRIX REVOLUTIONS

APPARENTLY, THE REVOLUTION WILL NOW BE TELEvised AFTER ALL. THANKS FOR THE OFFER, BUT WE'LL STICK WITH ANIMAL HOSPITAL. TA.

DISC INFO

> **Starring**
Keanu Reeves
Lawrence Fishburne,
Carrie-Anne Moss
> **Director**
The Wachowski Brothers
> **Year** 2003
> **Price** £22.99
> **Released** April 2

"Everything that has a beginning has an end," whispers the promotional blurb for *The Matrix Revolutions*. It's the one and only piece of good news to emerge uncharred from this blazing car wreck of a second sequel. "The end is nigh, long-suffering film fans," we're being told. "Thank Christ for that," we mumble back between clenched teeth.

If part two crashed into the back of part one, leaving the credibility of all involved shattered and in neck braces, then part three ploughs into the wreckage of both before bursting into flames and exploding with all the force of a fun-sized Hiroshima. Meanwhile, the reputation of the Wachowski brothers — who co-wrote and co-directed this po-faced husk of salty nonsense — has evaporated into a piss-smelling fluid.

If anything, *Revolutions* only makes us hate *The Matrix Reloaded* even more. Scenes and characters from the second sequel that we put up with only because we assumed they'd serve a purpose later on are unforgivably forgotten or brushed aside.

Revolutions centres around the attack on the human settlement of Zion, and Neo's (Reeves)

ongoing fight against Agent Smith (Weaving). It isn't until you look back on the movie later that you realise that the only bits you actually like are those stolen wholesale from other films. The assault on Zion is good, but only because it reminds you of *Starship Troopers*. Neo's fight with Bane (Ian Bliss) in the deserted spacecraft is tense and dramatic, but that's largely because it echoes *Alien* so closely.

Revolutions finally gets around to pointing itself in the rough direction of a crescendo just when you've given up caring, only for the grand finale to deafen you with its monumental stupidity. When you do spy the ending limping into view, you're ready to run and embrace it like a long-lost friend who owes you a pint.

EXTRAS Selected highlights include a detailed examination of the special effects, a 3D timeline explaining how the three *Matrix* films relate to the Animatrix cartoons and the PS2 game, a featurette on the stunt work, another on the CGI effects, plus a rough guide to bullet-time.

VERDICT Is it better to make three average films or one good one? You already know the answer.

★★★★★ Jon Brown

BUNCH OF ART

THERE'S NOTHING PSW LOVES MORE THAN SOME REALLY SHITTY FAN ART.



There's no shame in not being able to draw hands. Rembrandt really hated painting hands. Thankfully he was pretty good at painting everything else. Sadly you aren't. Which is why your drawing smells like rotting durian fruit.



Who told this moron he could draw? David Blunkett did? Oh, nice one Dave. Now we are going to have to break his poor, fragile little heart by telling him the truth. Which is that his drawing sucks so hard it's loosening its own teeth.



Don't worry about it Trinny1061. You're probably better at other stuff. Swallowing, blinking, digesting, frowning, walking, that kind of thing. Your semi-autistic style might be unique, but then so was John Merrick's head.



INTOLERABLE CRUELTY

Starring George Clooney Director Joel Coen Year 2003 Price £19.99 Released Out now

"Excuse me, waiter? Awfully sorry to bother you, but we ordered a Coen brothers movie. You appear to have given us *Intolerable Cruelty* – a floppy, luke-warm divorce comedy with an unpleasantly sour aftertaste. Can you change it for something else please? Thanks."

In fairness to the Coens, they didn't write this one. *Intolerable Cruelty* was a turd-polishing exercise thrust upon them after the previous owners were evicted for wiping their bottoms with the script. The big problem here is that Clooney and Catherine Zeta-Jones, who play the romantic leads, have less in common than circles and squares do.

EXTRAS A selection of outtakes plus two featurettes; one on the wardrobe, and one on the making of the movie.

VERDICT A fairly hideous birthmark on the face of the Coen brothers' previously immaculate body of work

★★★★★ Jon Brown



CABIN FEVER

Starring Rider Strong Director Eli Roth Year 2002 Price £15.99 Released March 15

Five kids, each with an easily identifiable character quirk, are forced by a pair of lazy scriptwriters to spend their vacation in a wooden shack in the middle of a suitably scary woodland area. For obvious reasons (this is a horror film), the Grim Reaper soon rides into town on the back of Misery Chops — his painfully thin black camel — in order to quench his thirst for liquid human suffering. *Cabin Fever* is a one-by-one death romp you see.

As far as pubescent horror flicks go, *Cabin Fever* is reasonably easy to like. All of which is borderline remarkable when you consider that the Hollywood studio behind it more than likely came up with the name a full six-months before they started worrying themselves with the script.

EXTRAS The only noteworthy extras are the 40-minute featurette with director Eli Roth and the five individual commentary tracks. Thanks and all, but that's far more information that we'll be requiring

VERDICT Surprisingly average. We expected so much less.

★★★★★ Jon Brown



MASTER AND COMMANDER

THE ONLY ACCEPTABLE FORM OF NAVAL GAZING. WATCH THIS AND REMIND YOURSELF HOW GOOD IT IS TO BE A MAN.

Starring Russell Crowe, Paul Bettany, James D'Arcy Director Peter Weir Year 2003 Price £24.99 Released April 12

According to *The New Scientist*, a single viewing of the movie *Chicago* tips the gender scales of the modern male 24% in favour of Outright Woman. "I know I shouldn't be thinking this," man says to himself, "but those dance routines were really something else. I want to be sassy and female one day, just like Roxie." Thankfully though, *Master and Commander: The Far Side of the World* has the power to push the balance 20% back in the direction of Fiercely Manly. Why not cancel out the outstanding 4% by scratching your balls and belching the theme to *The Dirty Dozen* while making bawdy comments about Kat from *EastEnders*? It's a fantastically masculine film made entirely for the benefit of fathers and sons. It's overriding purpose is to remind them that, so long as they have violence and swearwords, they don't actually need girls after all.

The only on-screen relationship you need concern yourself with here is one based entirely on hate. Captain Aubrey (Crowe) is the master of the title; a brave and respected British maritime leader who's given the unenviable task of halting a devastatingly powerful French vessel during the Napoleonic wars. The movie gradually builds up the simmering conflict between the two captains, before finally climaxing with a series of

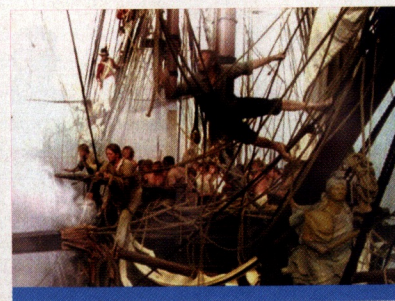
spectacularly brutal battle sequences that recall the most sick-making extremes of Spielberg's *Saving Private Ryan*.

Master and Commander is our favourite DVD release of the year so far. Our advice is to try and forget that you're watching a Russell Crowe film; if you are able to look past his oddly cubic meat-shovel of a face, then do. Concentrate instead on the fact that you're watching the plucky English sticking their tongue in the ear of the arrogant, weasel-eyed French. Extraordinary.

EXTRAS The distributors were unable to confirm the exact nature of the extras at the time of going to print, so we're afraid we're going to have to take you on a magical mystery tour into the realms of blind speculation here. Rumours suggest that the eventual release will compromise two DVDs: the first will house the movie and director's commentary, while the second will contain a series of lengthy documentaries on the filming of the action sequences and the process of converting the original novel into a \$130m movie.

VERDICT For once, we're actually counting down the seconds until the inevitable sequel. Expect it to clean up come Oscar night.

★★★★★ Jon Brown





S.W.A.T.

IT WAS ALMOST INEVITABLE THAT ACTION MOVIE SLUTS SAMUEL L. JACKSON AND COLIN FARRELL WOULD EVENTUALLY COLLIDE.

Starring Samuel L. Jackson, Colin Farrell, Michelle Rodriguez **Director** Clark Johnson **Year** 2003 **Price** £19.99 **Released** March 22

Based on a television show that we've never actually heard of, *S.W.A.T.* begins in earnest when French dope peddler (Olivier Martinez) promises untold riches to whoever can bust him out of the clink. The criminal underclass of LA, no doubt fantasising about how many times over they could comatose themselves with \$100m worth of smack, start rubbing their dirty hands together and hatching clever schemes to get him out. It's then up to the finest coppers in the whole of Yankeeland — the Special Weapons And Tactics unit — to prevent the jailbreak by using whatever means necessary. For Samuel L. Jackson, who plays the sergeant in charge, this means shouting and looking angry; for Colin Farrell, our supposed hero, it means struggling to carve out an interesting character from an amorphous blob of standard macho male.

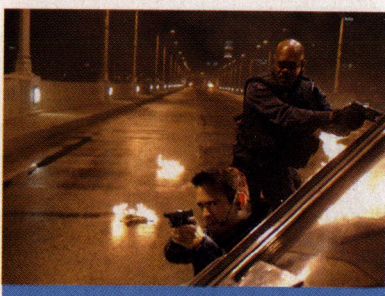
The first half of the movie is devoted almost entirely to getting to know the members of the *S.W.A.T.* team. Once that's out of the way, it's onto the actual story — not before time either — and the bulk of the action sequences. *S.W.A.T.*'s trouble is that it's severely lacking in rhythm. It's like the middle-aged white man — you know, the tall, skinny one with the protruding Adam's apple, who stands alone next to the bar with his

thumbs casually looped through the belt loops on his stonewashed jeans — clinging on for dear life as the beat to Eminem's *Lose Yourself* drags him kicking and jerking on a voyage of discovery into the realms of uncoordinated body movement. In other words, each and every time the movie threatens to get up a decent head of steam, the overly talky script throws a sandbag onto the track and it slows back down to a crawl. It's a real shame, least of all because director Clark Johnson handles the movie's action sequences with a firm hand, showing a real flair for jarring impact. Despite the pacing issues, *S.W.A.T.* somehow manages to keep on going, eventually arriving at its final destination with a bang, to a polite round of applause.

EXTRAS A fairly standard mix of commentaries, bloopers, deleted scenes and making-of shorts. On paper *S.W.A.T.*'s extras are fairly impressive, but a serious chunk of the material on offer is fluffy and lacking in substance. That said, you wouldn't want to hear any more about how true to life the script is.

VERDICT A weeknight evening-filler for those with the patience and ability to wait for things to start getting interesting.

★★★★★ Jon Brown



CALENDER GIRLS

Starring Helen Mirren **Director** Nigel Cole **Year** 2003 **Price** £19.99 **Released** Out now

Look up 'mummy crumpet' in the dictionary and you're likely to find a photo of Helen Mirren. With any luck, it'll be a shot of her with her baps out.

Because as we can see in *Calendar Girls*, Mirren might be something of a treasure map these days (wrinkled and yellowing around the edges) but she's still got a respectable pair of knockers. Admittedly, they're permanently looking toe-wards, as though unhappy about something, but they remain pleasingly dangly. Which is more than you can say for Julie Walters'. Hers are somewhat piggish in both shape and colour.

So then, that's one star each for Mirren's two jugs, one star for Walters' put together plus a bonus point for reminding us that old age doesn't have to be the first rung on the death ladder.

EXTRAS There aren't any XXX-rated deleted scenes. We've checked.

VERDICT Our old English teacher was right after all — Helen Mirren is the thinking man's erection machine.

★★★★★ Jon Brown



CONFIDENCE

Starring Dustin Hoffman **Director** James Foley **Year** 2003 **Price** £17.99 **Released** Out now

We at *PSW* are card-carrying Hoffmaniatics. Our love affair with Earth's only credible Dustin stretches back to *The Graduate*, through *Straw Dogs*, onto *Tootsie* and right up to the present day. *Confidence*, in which Hoffman plays a mob boss who cajoles an accomplished young conman (Edward Burns) to take on the biggest scam of his career, is far from glorious, yet it's still sturdy enough to support the immense weight of this tightly-weaved ball of industrial-strength genius. If only it wasn't quite so complex. Two double-crosses and a triple-cross is more than enough for any movie, we think.

EXTRAS Three commentary tracks (one by the director, another by the writer, another by assorted members of the cast) are accompanied by a selection of short interviews and a cupful of deleted scenes.

VERDICT Definitely worth a rental, *Confidence* is nevertheless slightly too tricky for its own good.

★★★★★ Jon Brown

beyond FILM

SHORT. CONCENTRATION.
SPAN? TROUBLE. DIGESTING.
INFORMATION. NOT IN. BITE.
SIZED. CHUNKS? THESE.
ARE. FOR. YOU. THEN.



RED DWARF: SERIES 4 £19.99

The full six-episode run of the fourth series of the popular sci-fi sit-com, in which the increasing popularity of the show finally began to manifest itself in improved special effects and sharper scripts. Poke around for long enough in the chrome-plated menu screens of this two-disc set and you'll come upon a full cast and crew commentary, a series of deleted scenes, a handful of production documentaries and an assortment of photo galleries and promotional material. All of which makes this an outstanding package for the price, just so long as you're prepared to hear all the jokes again for the fifth time over.

★★★★★

BLACK BOOKS: SERIES 2 £19.99

Miserable alcoholic Bernard Black (Dylan Moran) reopens up his bookshop for another six episodes of thinly veiled insults and tightly scripted horseplay. He's joined once again by the yin to his yang, jolly sidekick Manny Bianco, played superbly by the supremely bearded Bill Bailey. In an effort to boast the laughter quotient further still, Johnny Vegas and Ricky Grover (better known to some as the jailbird gangster Bulla) show their giant moon faces in cameo roles, though even with their help *Black Books* can occasionally fall into a deep slumber of anti-laughter. The cast commentaries compensate you for this to a certain degree, as do the outtakes, but there's still

no escaping the fact that *Black Book: Series 2* should only be bought if you're certain that the rather dry material contained within is to your taste.

★★★★★

DIRTY SANCHEZ: SERIES 1 – REAR END £14.99

In which the obscene depths plumbed by the popular MTV show *Jackass* are shown up to be nothing more than the tepid waters of the shallow end of the toddlers' pool that lead onto the area of the deep pool of depravity that's reserved for real men with hair on their balls. Featuring a cast of unshockable, overly-competitive and thoroughly warped Welshmen, *Dirty Sanchez* takes the dictionary definition of 'lowbrow entertainment', pulls its trousers down, pukes into its shoes and then stuffs a pair of shit-stained underpants into its mouth. We're talking full-frontal male nudity here people, so if you're not comfortable with the sight of another man's bollocks swinging freely in the breeze like a pair of conductor's hands, look away now. And now. And you'd better take a good long blink now. Once the bruises have gone down, make a start on the extras. The bonus material largely consists of stunts considered too 'cray-zee' for TV, though in truth there's nothing here that you haven't seen before. Worth buying if the sound of teeth on concrete brings a sly smile to your face.

★★★★★

DVDEXTRAS

240 VOLTS OF THE LATEST DVD NEWS.



BILL KILLED

The DVD release of Quentin Tarantino's *Kill Bill: Volume One*, reviewed in last month's PSW, has been delayed without good reason by the killjoys at Miramax Home Video. Originally due for release in February, the disc is now expected to hit the shelves in early March, though another delay isn't entirely out of the question. Much depends on the progress of the sequel, *Kill Bill: Volume Two*, as the studio would prefer for the two release dates to coincide. To further piss on your parade, the Ed Wood Special Edition promised earlier on in the year has been cancelled indefinitely, despite the fact that thousands of discs have already been manufactured and sent out to shops nationwide. Great. Just great.



RED-LETTER DAY

David Fincher's *Panic Room*, a hide-and-seek thriller in which Jodie Foster flounces around in large amounts of nothing, is to be released on DVD for a second time. The three-disc special edition will feature an improved roster of extras, along with a prettier case and an extra couple of digits tagged onto the overall retail price. Disc one is to feature two audio commentaries: one by Fincher alone, and a second by Foster, Dwight Yoakham and Forest Whitaker. Disc two concentrates entirely on pre-production, while the third disc is solely focussed on the post-production. Release dates are sketchy at present, though as it's likely to debut in the US in April we can expect ours in early June.

CHART ACT



THE LIFE OF RUSSELL CROWE IN A PIE.

5% — Having the words "Do you have any idea of who I am, you snivelling flesh-bag of assorted filth? I could buy and sell your entire pathetic family in the blink of eye. I fart bigger than you. Here's a quarter. Now stop shaking that damn collection tin in my face," translated into Latin and incorporated into a new Crowe family crest.

35% — Admiring his reflection in the brass frame of a self-portrait painted in oils, semen and blood hanging in the 'Me' room of his 25,000 square-foot Russell Crowe gallery. "Who is that handsome devil? Crowe you old wag! It's you!"

30% — Making Russell Crowe jokes to his friends, just to show that he's keeping his feet on the ground while making it abundantly clear that he'll have their credit cards cut off if they even so much as crack a smile.



20% — Forcing his maid to chair a debate between himself and his butler on the subject: 'Who, in this room, is Russell Crowe – me or you?' "Let's look at this way – who was in *Gladiator*? Me, Academy award-winner Russell Crowe, or you, GNVQ drop-out Keith Bradshaw? Hmm, I might have to have a think about that one for a little while longer, you loser arsehole." he'll probably say to his tearful sidekick, before ordering him to mix up a cocktail and fetch his shotgun.

10% — Cold calling random numbers listed in the Los Angeles phone book and reassuring members of the general public that he's still making sure they'll never work in Hollywood again. "You, Jones, David will never get a leading role in a tent-pole summer blockbuster so long as I, Russell Crowe, am still alive."

BACK2BACK

MISSED AN ISSUE? DOG GONE AND EATEN YOUR FAVOURITE COPY? WANT ANOTHER WWE POSTER?
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ISSUE #41

Hulk is exclusively unveiled and PSW unleashes the first ever footage of Destruction Derby Arenas and Onimusha 3. Cripes!



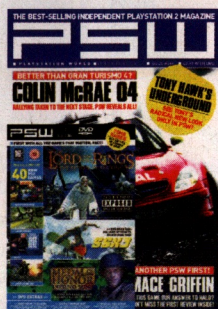
ISSUE #42

An avalanche of quality gaming includes the world's first look at SSX3, plus exclusive first footage of Hulk, Alias and Jak II: Renegade.



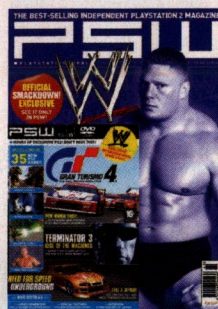
ISSUE #43

The Metal Gear Solid 3 trailer in top quality, plus over 70 new games including Gran Turismo 4, Resident Evil Outbreak and Sonic's PS2 debut.



ISSUE #44

Colin McRae Rally 04, first ever shots of Tony Hawk's Underground, Terminator 3, exclusive Mace Griffin review, Buffy and tons more.



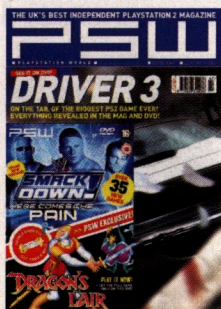
ISSUE #45

The world's first ever look at WWE SmackDown! 5, plus 15 MINUTES of astonishing new GRAN TURISMO 4 footage on the action-packed DVD.



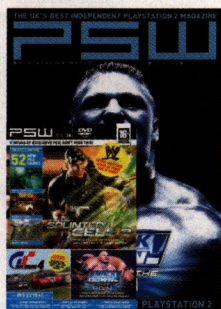
ISSUE #46

PSW tinkers under the hood of GT4, bringing you brand-new pics, info and footage! Plus there's Medal of Honor and WWE SmackDown! on the DVD.



ISSUE #47

Driver 3 exposed, Soul Calibur 2 cracked and a free game on the DVD! What game? Dragon's Lair! From 1983! Better ask your dad about it.



ISSUE #48

PSW delivers the world's first WWE SmackDown! review (plus poster), the first PES3 review (plus poster) and the first WRC3 review (no poster).



ISSUE #49

Exclusive preview of James Bond 007: Everything or Nothing, first review of True Crime, and a look back at 2003's greatest moments.



ISSUE #50

World exclusive preview of Splinter Cell: Pandora Tomorrow, along with the first SOCOM II review. Plus every new game of 2004 (over 100 games!).



ISSUE #51

Gran Turismo 4 goes head to head with R: Racing – which'll be first over the line? Plus full reviews of Kill.switch and Max Payne 2.



ISSUE #52

World's first playtest of Killzone! Drive3r fully revealed and Sony's spanky PSX ripped apart. Plus exclusive Splinter Cell 2 footage on the DVD.

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JOURNAL'S END

A month in the life of your favourite PS2 magazine.

Day 2 - For unfathomable publishing reasons, the new issue's deadline has moved to the week before last. In a frenzy of industry, the team stay in the office until at least 3pm, trying to find "the perfect Pro Evolution Soccer 3 shot" for an as-yet undeveloped feature concept. It's so busy that nobody notices that Frankenstein-proportioned new boy Mark has been wearing the precious PSX like a hat for three days solid. When they do, nobody is brave or tall enough to reach up and remove it. It's still there now.

Day 7 - Joff's boast that Project Zero 2 "is about as scary as cornflakes" is proved wrong after he is left alone in a darkened room to tackle the survival horror game's final levels. When the luckless toff emerges hours later, the only words he can say are "it's trying to touch my face" while alternately laughing, crying and dry heaving. He later claimed that had he given the game less than 6/10, "they would have come for me in the night and forced me to eat my own shoes."

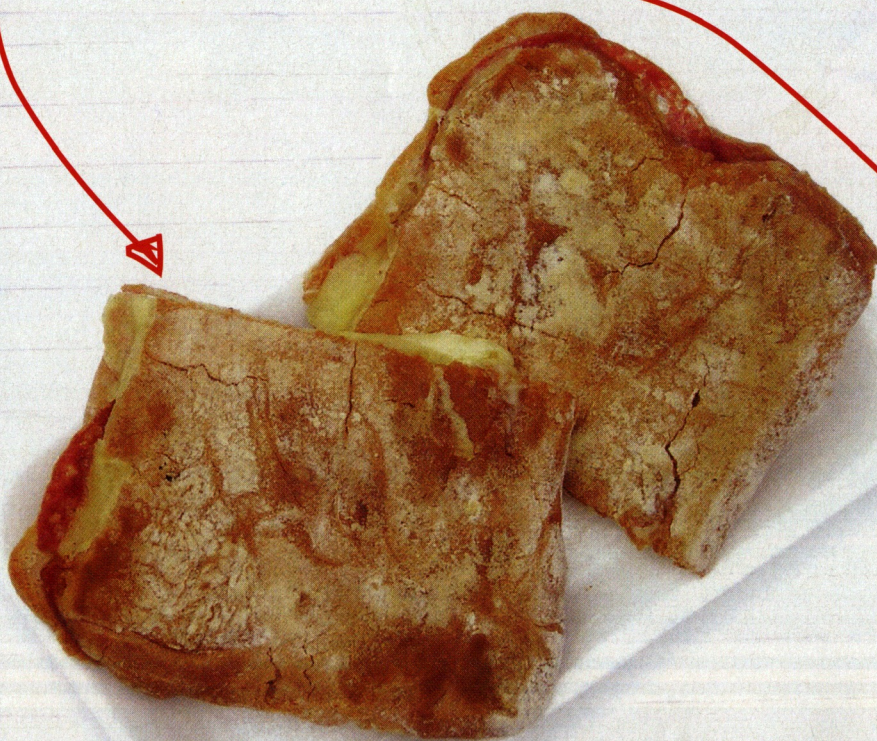
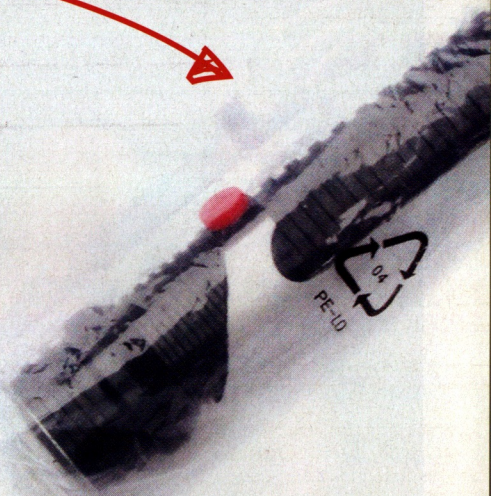
Day 12 - Rich is let off the leash to investigate a cat-themed launch party for a major publisher's film tie-in. Lee goes to supervise, but manages to lose our deputy editor amongst the swirling asses of the hundreds of cat-suited dancing girls. Using his preternatural smell-sense, Lee tracks the odour of Brut through the crowd only to find Rich about to play "touch the tongue" with a lissom model dressed as a feline. Promises of a mint-condition lightsaber that "really works" if he behaves will keep the ladies safe from PSW's resident lounge lizard... for now.

Day 26 - Liberal amounts of Conflict: Vietnam are played, prompting Rich, Toddy, Joff and Mark to constantly act like a four man squad of hard-bitten Nam vets. A mission across the road to the local discount sandwich establishment was compromised this month when a lack of salami and goat's cheese sandwiches prompted John 'Eightball' Todd to go into a killing spree, rendered unsuccessful only by the fact that the M60 machine gun he was using existed only inside his head. They may not be so lucky next time.

Day 30 - Another issue is finally pushed protestingly from the rumbling gut of the PSW team and lands steaming in the milk-white porcelain bowl of accomplishment. Weary from their labours, the team gorge on page 114's astonishingly coloured selection of American novelty foodstuffs. The resulting sugar high means that issue 54 is completed in three and a half hours. Glowing with pride and artificial colour E235, the team return home. They do not sleep for four days.



On the left: Joff's bootec. On the right: Mark's gigantic canoe.





"YOU CAN HAVE AN AUDIENCE OF 10,000 PEOPLE OR A ROOM OF A HUNDRED FRIENDS AND FAMILY. I'M DEFINITELY MORE NERVOUS IN FRONT OF FRIENDS AND FAMILY"

Talkback with *Mis-Teeq*

Sabrina Washington of urban princesses Mis-Teeq talks SingStar, Karaoke and Rick Astley. And reveals who they'd most like to do a Brits duet with.

>> How did you hear about SingStar and did you immediately say 'Yes' when asked to feature in the game?

Is that the one advertised on the TV with the Scottish man dancing?

>> Er, no. Not exactly. That's EyeToy: Groove. SingStar is a Karaoke game from Sony. For PS2.

Wicked. They asked us and we said fine. We all play games and I got the dance mat out at Christmas. It's really good. I haven't fallen over. Yet.

>> So, Karaoke then. What's your favourite song? One you would happily sing down the pub?

Spice Girls, Wannabe.

>> Not really, though? Not in public?

Yes! We did it a couple of years ago in Aya Napa in a Karaoke bar.

>> Who's first up to the mic out of yourself, Alesha and Sue Elise?

Either myself or Alesha.

>> Does performing Karaoke make you feel nervous?

I have to be drunk. Even though I sing as my profession, when I'm chilling out with friends and relaxing I'm like "Nahhh!" It's hard. You can have an audience of 10,000 people or a room of a hundred friends and family. I'm definitely more nervous in front of friends and family.

>> Other artists on SingStar include Rick Astley, Motorhead and Dido. Who would you rather sing along to?

Rick Astley, without a doubt. When I was a little girl I used to love him.

>> Whatever. Why not Dido then? She's female after all and her songs are quite slow and easy.

I love Dido but Rick brings back so many memories for me.

>> Can you sing any Rick Astley songs for us now?

[launches into an excited rendition of *Never Gonna Give You Up*]

>> Very good. Can you sing any of his other big hits?

Err... I can't remember any more. Err... I think that was his most popular one.

>> You've played in front of the Queen and at Glastonbury. Where do you most like playing and where next?

The fans in Tokyo are great and I like it there. We'd love to tour Asia next.

>> You're attempting to crack the US market. Are you going to change your videos to appear more Yank friendly?

No, we're sticking with how they are now.

>> Craig David did though...

Yeah, he's good and he's done well. If we can go over there and sell 7 million

albums, we'll be laughing all the way to the bank.

>> You appeared on *Children In Need* and sang alongside the cast of *EastEnders*. Was that a low point in your career?

It was all for fun. I like *EastEnders* and it was nice to sing along with them.

>> Who in the group plays video games?

I probably play games the most because my brother has a PS2. I play football games, but he beats me all the time.

>> Who were your favourite winners at this years Brit Awards?

I like The Darkness. I'm glad they won big and I thought it was nice that they created a new category for rock.

>> If you were offered the chance to do a Kylie and Justin style bum-fondling duet with another band, who would you like to team up with?

The Darkness. I think that would be fantastic.

Do you think they'd agree and what would you do?

You never know. I'd like to see us and The Darkness all wearing catsuits!

>> Lovely. The Darkness have been in PSW too, y'know?

Really? If you speak to them again, can you mention it?

PROFILE

NAME

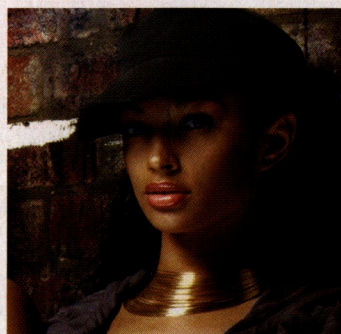
Mis-Teeq

CREDITS

Crash landing on to the girl group pop scene in 1999, Mis-Teeq have performed in front of everyone from the Queen to thousands of muddy peasants at Glastonbury festival. Cleverly switching garage rhymes for a more R&B tinged sound, Mis-Teeq have had chart hits such as *Why?*, *One Night Stand* and the recent *Scandalous* which appears in Sony's forthcoming karaoke classic *SingStar* and on new album *Eye Candy*.

OTHER STUFF

Eye Candy is out now from Telstar.



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KEY

Most Anticipated

MARCH 2004

.hack Infection Part 1	Role-Playing	Atari
Champions Of Norrath: Realms Of EverQuest	Strategy	Ubisoft
Conan	Action Adventure	TDK
Fallout: Brotherhood Of Steel	Action Adventure	Avalon
Forbidden Siren	Survival Horror	Sony
Glass Rose	Adventure	Capcom
Kya: Dark Lineage	Platform	Atari
LMA Manager 2004	Sports	Codemasters
Majo!	Puzzle	Mindscape
MTX: Mototrax	Racing	Activision
MX Unleashed	Racing	THQ
Pool Paradise	Sports	Ignition
Riding Spirits II	Racing	Capcom
R: Racing	Racing	EA
Spawn: Armageddon	Action Adventure	EA
Tak And The Power Of JuJu	Platform	THQ
The Magical Ninja Jaraiya	Action	Capcom
Tom Clancy's Rainbow Six 3	Shooting	Ubisoft
Way Of The Samurai 2	Action Adventure	Capcom
Wrath Unleashed	Shooting	Activision

APRIL

Alias	Action Adventure	Acclaim
Dangerous Hunts	Action	Activision
Deadly Skies III	Action	Konami
Firefighter F.D.18	Action	Konami
FX Racing	Racing	Leader
Goblin Commander	Strategy	Jaleco
Gradius V	Shooting	Konami
Headhunter Redemption	Action Adventure	Sega
Hitman: Contracts	Action	Eidos
Hyper Street Fighter 2	Fighting	Capcom
Ice Nine	Action	BAM!
Masters Of The Universe	Action Adventure	TDK
Pillage	Strategy	TBA
Red Dead Revolver	Shooting	Take 2
Richard Burns Rally	Racing	SCI
Space Invaders Anniversary	Action	Empire
Teenage Mutant Ninja Turtles	Fighting	Konami
The Suffering	Survival Horror	Midway
The X-Files: Resist Or Serve	Action Adventure	Vivendi
This Is Football 2004	Sports	Sony
World Championship Pool 2004	Sports	Jaleco

MAY 2004

Bad Boys II	Action	Empire
Catan	Strategy	Capcom
Crashday	Racing	TBA
Cy Girls	Action Adventure	Konami
Dino Hunter	Action	Oxygen
Fight Night 2004	Sports	EA
Harry Potter And The Prisoner Of Azkaban	Action Adventure	EA
Isle Of Man TT Superbikes	Racing	Jester
King Of Fighters 2001/2002	Fighting	Sammy
Knights Of The Temple	Action Adventure	TDK
Operation: No Return	Action	Oxygen
Powerdrome	Racing	Argonaut
Project Zero 2	Action Adventure	Ubisoft
Rise To Honour	Action	Sony
SingStar	Dancing	Sony
Star Ocean: Till The End Of Time	Adventure	Square Enix
Syphon Filter: The Omega Strain	Action Adventure	Sony
Transformers	Action Adventure	Atari
World War Zero: Ironstorm	Shooting	MC2

2004

100 Bullets	Action	Acclaim
Ally Of Justice	Action	Sony
Altered Beast	Action	Sega
America's Ten Most Wanted	Shooting	System 3
Area 51	Action	Midway
BloodRayne 2	Action	Vivendi
Blood Will Tell	Action Adventure	Sega
Bulletproof Monk	Action	Empire
Call Of Cthulhu: Tainted Legacy	Adventure	Headfirst
Call Of Duty: Finest Hour	Action	Activision
Cold Winter	Shooting	Vivendi

WHAT HAPPENS WHEN PLAN 'A' FAILS?

WE ALL KNOW WHAT the really big shooting and racing games are in 2004. But what if they're delayed or not up to par? What will you do with your spare cash? Our advice: keep these dark horses and sleeper hits in mind.

NOOK 'GOOKS'

SHELLSHOCK: NAM '67

DUE October

Promises to show the war as it really was, which means loads of blood, guts and dismemberment. Nice.



THIRST-QUENCHING

JUCIED

DUE September

Create your dream machine, go online and talk car-modding in street slang with your racing posse. Yo!



NAM BUSTERS

CONFLICT: VIETNAM

DUE September

It's the other Nam game that'll be vying for your trigger-finger later this year. Check our exclusive feature for more info.



MOCKNEY MAYHEM

THE GETAWAY 2

DUE November

Double-decker buses, red telephone boxes and East End thugs-for-hire are back for the London-based crime sequel. Only Dick Van Dyke in *Mary Poppins* is less cockney.



2004	GENRE	PUBLISHER
Combat Elite: WWII Paratroopers	Strategy	Acclaim
Conflict: Vietnam	Shooting	SCI
Corvette	Racing	TDK
Crimson Tears	Action	Capcom
Dance Dance Revolution Extreme	Dancing	Konami
Darkwatch: Curse Of The West	Shooting	Sammy
Dead To Rights 2: Hell To Pay	Shooting	Namco
Deus Ex: Invisible War	Shooting	Eidos
Dragon's Lair 3D	Action Adventure	THQ
Drakengard	Adventure	Square Enix
Driv3r	Racing	Atari
Extreme Force	Action	Namco
EyeToy: Play 2	Dancing	Sony
Fahrenheit	Adventure	Vivendi
Fight Club	Fighting	Vivendi
Final Fantasy XI	Adventure	Sony
Flat Out	Racing	Empire
Fugitive Hunter: War On Terror	Shooting	Atari
Ghost Master	Strategy	Empire
Grand Theft Auto 4	Action	Take 2
Gran Turismo 4	Racing	Sony
Juiced	Racing	Acclaim
Killzone	Shooting	Sony
Kunoichi	Action	Sega
Legends Of Wrestling: Showdown	Fighting	Acclaim
Leisure Suit Larry: Magna Cum Laude	Adventure	Vivendi
Lobo	Action Adventure	Kemco
McFarlane's Evil Prophecy	Action	Konami
Megaman X: Command Mission	Action Adventure	Capcom
Metal Gear Solid 3: Snake Eater	Action Adventure	Konami
Miami Vice	Action	Davilex
Monster Hunter	Adventure	Capcom
Mortal Kombat 6	Fighting	Midway
NARC	Action	Midway
Karaoke Stage	Dancing	Konami
Knight Rider 2	Action	Davilex
Nanobreaker	Action Adventure	Konami
Neo Contra	Action	Konami
Nightmare Creatures 3	Action	Ubisoft
Onimusha 3	Action Adventure	Capcom
OutRun 2	Racing	Sega
Pitfall: The Lost Expedition	Adventure	Activision
Plague Of Darkness	Action Adventure	Namco
Pro Evolution Soccer 4	Sports	Konami
Psi-Ops: The Mindgate Conspiracy	Action Adventure	Midway
Red Ninja: End Of Honor	Action	Vivendi
Resident Evil Outbreak	Survival Horror	Capcom
Sengoku Musou	Action	KOEI
Seven Samurai 20XX	Action	Sammy
Shadow Of Rome	Action	Capcom
ShellShock: Nam '67	Shooting	Eidos
Shrek 2	Action	Activision
Silent Hill 4: The Room	Survival Horror	Konami
Spider-Man 2	Action	Activision
Splinter Cell: Pandora Tomorrow	Action	Ubisoft
Spy Fiction	Action	Sammy
StarCraft: Ghost	Action Adventure	Vivendi
Starsky & Hutch 2	Action	Empire
Star Wars: Battlefront	Shooting	Activision
Stuntman 2	Action	Atari
Suikoden IV	Adventure	Konami
Terminator 3: Redemption	Action	Atari
The Bard's Tale	Adventure	Acclaim
The Getaway 2	Action	Sony
The Fast And The Furious	Racing	Vivendi
The Movies	Strategy	Activision
The Nightmare Before Christmas	Action Adventure	Capcom
The Punisher	Action Adventure	THQ
The Red Star	Action	Acclaim
Thunderbirds	Action Adventure	SCI
TOCA Race Driver 2	Racing	Codemasters
Van Helsing	Action	Vivendi
Virtua Fighter Cyber Generation	Action Adventure	Sega
World Championship Rugby	Sports	Acclaim
WWE SmackDown! 6	Fighting	THQ
WWX: Rumble Rose	Fighting	Konami
X-Men: Legends	Action Adventure	Activision

CONNECTING...

■ EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF PS2 ONLINE BUT WERE TOO AFRAID TO ASK.



LINE OF FIRE

You're in a dreamworld, Neo. It's time to face some unpleasant facts about PS2 online gaming, net cretins. Fact one: It's not going to take you into some future techno-paradise. Our long-cherished dream of flying through cyberspace past glowing info-beasts and dangerous viruses is about twenty years too late, and our idea of jacking ourselves into some kind of lifelike computer system went tits-up when we saw how bad *The Matrix Revolutions* was. The PS2 was designed primarily as a games machine, not some kind of do-anything net server. Fact two: it's never going to be *that* popular. Current estimates indicate it'll be the end of the decade before even half the houses in the UK get broadband. Divide that by the number of PS2 owners, multiply it by the amount who give a wet shit about internet gaming, and add on the number of people you've met this year who've said "Yes, I bought my PS2 solely to get a slice of that online pie!", add a round million and you're still left with a pitifully small number. Does all this mean that PS2 online gaming is about as fun as a genital massage from Freddy Kreuger? Not at all. After all, the fact that internet games are only for an enlightened clique of serious fun-seekers means you won't meet as many mouth-breathing gaming peasants while you're going about your business, quietly trying to shoot someone through the head. And make no bones about it: online gaming is here to stay, so you might as well get used to it. Nor does it mean that the nay-sayers were right about PS2 online gaming being worthless. Just that it's not quite for everyone. You know, like Marmite and special school. You should all be proud. PlayStation3 online gaming, on the other hand, now *that's* a very different story...
Frag_hunter@fxmi.com

DATEL PROVIDE ONLINE GAMING GOODNESS

THE PERIPHERAL MAKERS OFFER A PACK TO HELP BLOW AWAY THOSE ONLINE BLUES.

WHILE THE PS2 PAD IS PERFECT FOR ACTUAL GAMING, YOU'RE going to have a hard time using it to communicate with your fellow players unless you're happy with typing out your messages in an excruciatingly slow manner. With this in mind Dattel have put together a pack consisting of a USB keyboard and headphones that's specifically designed for PS2. We've no idea why the girl holding it is dressed only in her smalls though — perhaps it works better that way. For your money you'll also get a cable to connect your broadband adaptor to your DSL or cable modem.

Dattel are keen to point out that the keyboard can be used to type in cheats with their own Action Replay MAX cheat system, which isn't included with the package. But please, no cheating online — it's something that spoils the game for everyone. Good to see someone supply a USB headset though, as more and more games are using voice communication technology. It's just so hard to swear properly without it, we find.



Hello, Direct line insurance, can I help you?



WIN A PS2, DVD PLAYER AND .HACK!

ATARI

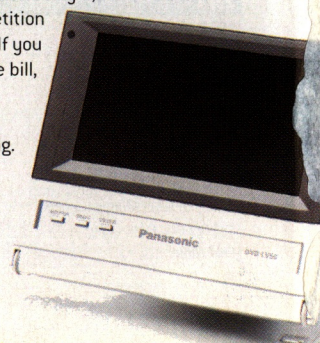
GET YOUR HANDS ON *BAD BOYS II* GEAR AND A MINI TV.

WE LOVE THE INTERNET. IT'S FULL OF dirty online diaries and meaningless games about polar bears hitting penguins and pictures of Kelly Brook's head photoshopped onto other, rather more accommodating bodies. Plus the net's also the inspiration behind *.Hack: Infection*, the new adventure game which pretends to put you online in a near-future world of corruption, mutation and sinister cyber-thrills. To celebrate, we've got together with Atari to give away a portable DVD player, one of those posh shiny silver PS2s and a copy of the game to one lucky winner. Ten runners up will also get copies of the game. To win, just try your best to answer us this mindbendingly tough teaser:

QUESTION: In the first *Matrix* film (the one that was good, not the ones with that architect bloke who looked like the colonel) who was Neo's guru?

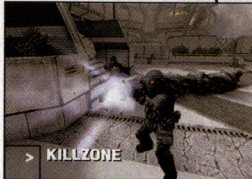
A /	Morpheus
B /	Orpheus
C /	Obvious

Text 'hack' followed by 1,2 or 3 to 85100. Usual competition rules apply. If you don't pay the bill, please ask permission before texting. Text entries cost 50p.



INCOMING!

THE THREE BIGGEST ONLINE GAMES CURRENTLY TROUBLING THE PSW RADAR.



> KILLZONE

ESTIMATED TIME OF IMPACT> OCTOBER

PROFILE>> The beauty of what looks like being PlayStation 2's finest shooter is that everything looks and feels so damn realistic. We can't wait for the end product.

ONLINE CONTENT>> Sixteen of you will be able to take sides and blast each other into tiny photorealistic pieces. Expect some interesting game modes too.



> GRAN TURISMO 4

ESTIMATED TIME OF IMPACT> AUGUST

PROFILE>> It's only the biggest, best-looking and most orgasm-inducing racing title on PS2, or indeed anywhere else for that matter. The only way they could make it any better is if they superglued Neil McAndrew to the front.

ONLINE CONTENT>> Well, duh. GT4 will let you race against an unspecified number of online buddies. Last time we chatted to the developer, Polyphony, it was having trouble getting a grip on the online elements. Which is probably why it's been delayed.



> SYPHON FILTER: THE OMEGA STRAIN

ESTIMATED TIME OF IMPACT> JUNE

PROFILE>> The first PS2 game in the almost famous action stealth series, you'll be hunting down global terrorists all over the world and using over 100 weapons and gadgets into the bargain. That's a lot of guns.

ONLINE CONTENT>> It's not just fighting amongst yourselves, you know. You'll also be able to play all 17 missions online with teams of four players working together. You can even use a USB headset to talk.

ONLINE SURGERY

All your gaming ailments sorted out by us.

LINK ME UP BEFORE YOU GO GO

Don't get me wrong, I love gaming online, but whatever happened to i.Link? It seems since online gaming's got so big, people have been completely neglecting it. Will there ever be games that allow you to play with both i.Linked and online players at the same time? Rufus Steele, Harrow

Since online gaming has exploded, the i.Link cable that sticks two PS2s together for multiplayer gaming hasn't exactly been flying off the shelves. Probably because to use it you need two PS2s, two televisions and two copies of the game all in the same room, so it's hardly cost-effective. The only games we can think of that might be supporting i.Link in the near future are Gran Turismo 4 (hopefully with a three screen mode for single player racing like Gran Turismo 3) and TimeSplitters 3. Since they'll both have exemplary online play, we really can't get that worked up about it. As for playing online and linked at the same time, what you need is a Local Area Network connection through the Ethernet adaptor. We'll bring you a special report on how to do this very soon.

I CAN'T GET WITH THAT

Is it true that there are some PS2s that simply won't let you go online? My mate claims this is so, but he's an inveterate liar. Colin Jackson, Poole

He's sort of telling the truth. There are some very, very old Japanese models that won't work with the network adaptor. But unless you're the most early of adopters ever, it won't be a problem for you. If you really want to know, you can check the serial number of your PS2 under the plate cover, but it's really not worth it. The following numbers mean you've got an ancient and incompatible PS2:

3369556-3369651, 3372352-3372651, 3379084-3380151, 3380260-3381867, 3381976-3382083, 3383152-3383691, 3384652-3385191, 3386152-3386907, 3388192-3389271, 3391084-3392055, 3393868-3394407, 3394516-3394731, 3397192-3398055, 3399868-3400947, 3403192-3403839, 3404692-3405339, 3406192-3406515, 3406624-3406839, 3414661-3416388, 3417661-3418740, 3419173-3419280, 3419821-3419928, 3420661-3421308, 3421417-3421524, 3421417-3421524, 3421633-3422064, 3423661-3424848, 3425161-3425268, 3434377-3434592.

GET ONLINE!

IT'S NOT EASY BUT PSW CAN HELP YOU PUT YOUR CABLES IN THE RIGHT HOLES AND FINALLY GET ONLINE.



STEP >

#01

You'll need a PlayStation2, a memory card, a Network Adaptor, a broadband internet account and modem and an Ethernet cable.



STEP >

#02

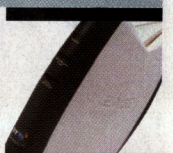
Fit your Network adaptor into the expansion port on the back of your PS2. To do this, remove the cover from the back and push in.



STEP >

#03

Remove the sticker covering the Out port on your Network Adaptor and insert your Ethernet cable. Be gentle but firm, to avoid breakages.



STEP >

#04

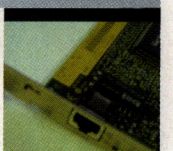
Does your broadband modem have an Ethernet socket on the back? Have a look now and get back to us. We'll wait. For a bit. Come on. Hurry up.



STEP >

#05

If it does, hurrah for you. Proceed to Step 7. If it doesn't, you'll have to either learn what an Ethernet card is (hard) or purchase one from BT (simple).



STEP >

#06

It doesn't? Bollocks. Buy a modem with an Ethernet socket. Or go to a shop which can sell you an Ethernet card and install it into your PC.



STEP >

#07

Ensure that Ethernet cable is connected to your PS2 and modem is connected to your phone socket. Then check your phone still has a dial tone.



STEP >

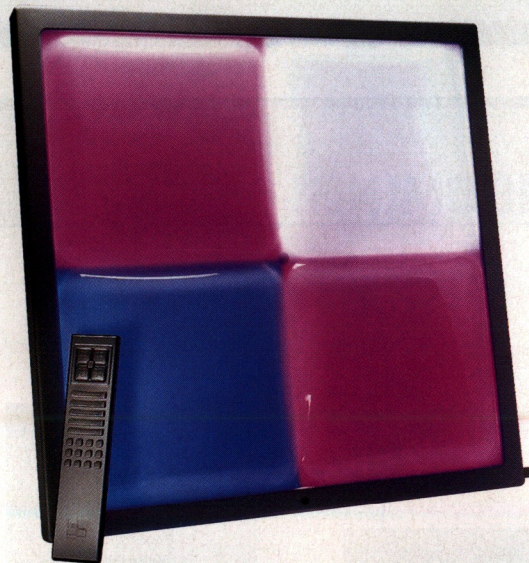
#08

Turn on your PS2 and insert the Network Adaptor disc. You should then see the registration screen. Congratulations. Now where's the porn?

1



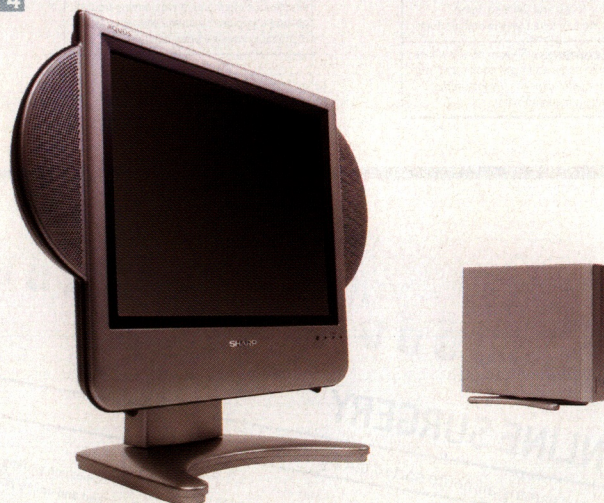
3



2



4



UPGRADE

WHAT THE WORLD NEEDS NOW IS PHONES. LOADS MORE PHONES...

1

SCREEN IF YOU WANNA GO LARGER

The world's biggest plasma screen display, specially designed for rich people. Despite being the size of a building, it's still only as thick as a piece of paper. The price is likely to put most people off, apart from those lucky few who laugh at rich people for being poor.

■ Samsung PS-63P2H £18,000
■ www.samsung.co.uk

2

SMOKEY AND THE BANDIT 3

Oh look, Nokia have made a new type of phone! Based on CB technology it's all set to offer a brand new way of communicating. Who would ever have imagined such a thing? Apparently it's called 'Push to Talk'. So, it's still just a phone then.

■ Nokia 5140 £TBA
■ www.nokia.com

3

BATTLE LOUNGE GALACTICA

If you're the sort of man that desperately needs something that says 'disco' in your living room, then these pulsing light panels are just what you need. It just screams 'disco.' However it also says, 'I want to grow a moustache and wear really tight jeans', too.

■ Mood Light £400
■ www.mood-light.co.uk

4

PORNOGRAPHY IN THE BATH

Sharp have delivered a fantastic leap forward in TV technology — a 15" LCD screen that runs from batteries and receives programs remotely from a separate tuner. Watching old episodes of *M*A*S*H* in the local park is now more than just a dream.

■ Sharp LC-15L1E £1,400
■ www.sharp.co.uk

5



7



6



8



5

MONKEY SEE, MONKEY DO

Another new phone that looks eerily similar to all the other phones, but with added Bluetooth functionality and a camera. Plus all the usual mobile phone attributes you have come to expect. Well, that should set it apart from the crowd then. No, really.

■ Motorola MPx220 £170
■ www.hellomoto.com

6

THE WHOLE WORLD IN HIS HAND

Not content with making the world's most desirable music player, Apple now makes the world's other most desirable music player. 1000 songs in an astonishingly cute and stylish box the size of a mouse. Comes in pink too, so the ladies are sure to love it.

■ iPod mini £200
■ www.apple.com

7

NO DISINTEGRATIONS

The Darth Vader of the portable audio market, this little black beauty amplifies rock music to Spinal Tap proportions and makes bass-heavy beats explode in your eardrums. It can also be used to persuade simple folk that you are a traveller from the distant future.

■ Philips HDD 200 £250
■ www.philips.com

8

IS THAT A JOYSTICK IN YOUR POCKET?

Namco want us to re-live our mispent youth in amusement arcades, and this is how they plan to do it: by fitting *Pacman*, *Galaxians*, *Dig Dug*, *Rally X* and *Bosconian* onto a little Joystick you can plug straight into your telly. All well and good, but where do the 10ps go?

■ Namco Joystick 5 in 1 £25
■ www.thinkgeek.co.uk

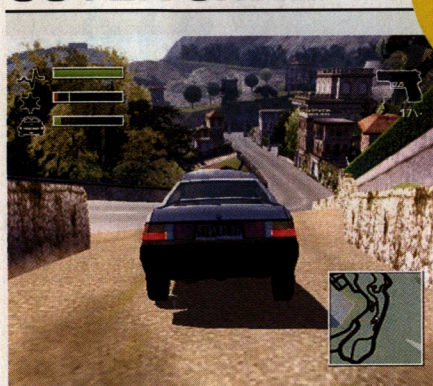


WHAT'S ON YOUR

PSW DVD

OH LORDY! WE'VE READIED THE DVD CANNON OF FOOTAGE HEAVEN AND WE'RE POINTING IT STRAIGHT AT YOU, FILLED TO THE BRIM WITH THE KIND OF VIDEOS YOU HAD PREVIOUSLY ONLY DREAMED OF.

COVER GAME



DRIV3R

BE AN EXCLUSIVE BACK SEAT DRIVER WITH TANNER.

As we buff up our leatherette backed driving gloves in tender anticipation of Atari's crime-fuelled smashtacular, here is a selection of audio-visual goodies to whet your appetite. Thrill to our three exclusive new movies and literally die of longing with our simply splendid slideshow. It's more than mortal flesh can bear.

WOW!
EXCLUSIVE
BRAND NEW
FOOTAGE!



PREVIEWS



SPLINTER CELL: PANDORA TOMORROW

Join us in an exclusive look at Sam Fisher crawling about this most anticipated of sneaking sequels. Warning: plot spoilers contained within!

REVIEWS



RAINBOW SIX 3

Bear witness to our definitive review of this Clancy flavoured Special Forces spectacular. Rescue hostages with guns and night vision goggles.

NEWS



NINA

We treat you to some exclusive footage of the new Tekken spin-off. Featuring the titular Nina Williams, watch the first ever scenes from the A-list fighter.

DISC IN FULL

>> **SPECIAL FEATURES** Driv3r, Rise to Honour, Transformers >> **EXCLUSIVES** Onimusha 3, Killzone, Gran Turismo 4, Onimusha Blade Warriors >> **NEWS** Nina, Suikoden IV, Way of the Samurai 2, Glass Rose, The Nightmare Before Christmas >> **PREVIEWS** Splinter Cell: Pandora Tomorrow, Syphon Filter: Omega Strain, Tak and the Power of Ju Ju, World Championship Rugby, MTX Mototrax, Headhunter Redemption, Firefighter FD.18 >> **REVIEWS** Rainbow Six 3, Project Zero 2, Alias, LMA Manager 2004, Bad Boys II, Sphinx and the Cursed Mummy, Goblin Commander, .Hack//Infection >> **EXTRAS** I Ninja, SOCOM 2, Forbidden Siren, Enter The Matrix >> **CHEATS** The Simpsons Hit and Run, True Crime: Streets of LA, Need for Speed Underground, Tony Hawk's Underground, Medal of Honor: Rising Sun, Lord of the Rings: The Return of The King, The Sims: Bustin' Out, SSX 3, Prince of Persia.

EXCLUSIVES

PSW EXCLUSIVE!



ONIMUSHA 3

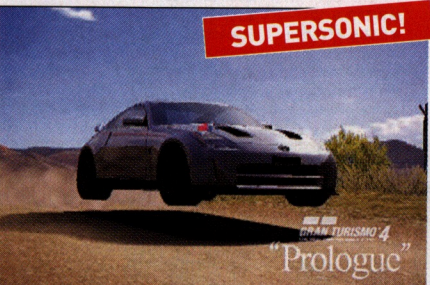
Exclusive new demon soaked footage of Jean Reno eviscerating all manner of 'things that should never be' with a fancy sword. It's *Onimusha 3*!



NEW FOOTAGE!

KILLZONE

Here we present blood splattered gameplay footage of nasty people getting theirs in this shooting adventure par excellence. We've got it. Now. Be very jealous!



SUPERSONIC!

GRAN TURISMO 4

Watch the newest and shiniest cars in the world being expertly manhandled by the budding Schumachers of PSW. New cars and pack racing inside!

SPECIAL FEATURES

RISE TO HONOUR

THE GAME OF WAILING AND SCREAMING LOVINGLY.

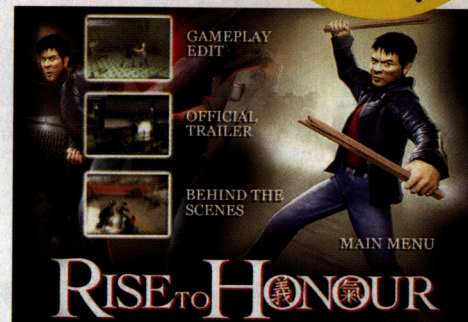
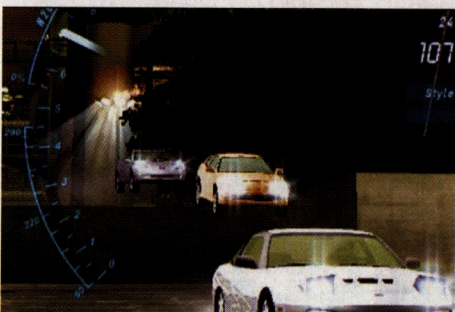
Trust PSW to bring you all the best footage. Trust us because we deliver and here we do just that in the form of a behind the scenes feature and highlights from *Rise To Honour*, the new Jet-Li powered orgy of smoothly choreographed mega-violence. Here is your chance to admire the tiny ninja in action as he tears a number of fresh new holes in the poor unfortunates standing against him in fashions more stylish than should really be possible. Prepare the excitement device right now. Ready, steady, go!

TRANSFORMERS

THE BOTS MAKE A GLORIOUS RETURN ON PS2.

Are they robots in disguise or are they cars in disguise? Prepare for this question to remain unanswered as we assault your eyelets with thick, ropey streams of pure gameplay footage featuring no less than three of the Autobots handing out special transforming beat-downs to the ranks of evil Decepticons. Witness the biggest enemies ever seen on your TV screen and say hello to the best cartoon license ever. Take a look and prepare to be amazed. And yeah, we know, they're robots in disguise. We were just messing with you.

CHEATS



For your own personal cheat satisfaction, we present an incredible 33 playable cheats on your PSW DVD. Unlock all the tracks in *Need for Speed Underground*, unlock all the missions in *Medal of Honor: Rising Sun* and gain perfect balance in *Tony Hawk's Underground*. That's just for starters as we break open *The Simpsons Hit and Run*, *True Crime: Streets of LA*, *Lord of the Rings: The Return of the King*, *The Sims: Bustin' Out*, *SSX 3* and *Prince of Persia* for your pleasure.

AMAZING!
EXCLUSIVE
DOUBLE
WHAMMY!

ESSENTIAL 50

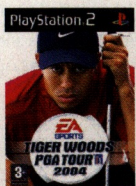
GRASSHOPPER SAYS: "IT TAKES A FLAT FISH TO FIND SHALLOW WATER." PSW SAYS: "HERE ARE 50 GAMES YOU SHOULD PLAY."



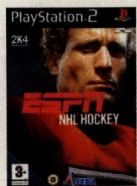
PRO EVOLUTION SOCCER 3
 ■ RATED: 9/10
 ■ ISSUE: PSW #48
 The definitive console football game. FIFA doesn't even come close.



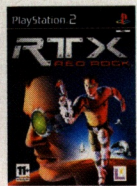
TIMESPLITTERS 2
 ■ RATED: 9/10
 ■ ISSUE: PSW #34
 Still the king of multiplayer shooting, now with a quality single-player adventure.



TIGER WOODS PGA TOUR 2004
 ■ RATED: 9/10
 ■ ISSUE: PSW #47
 The best golf game ever, now with God-like create-a-player feature. Brilliant.



ESPN NHL HOCKEY
 ■ RATED: 9/10
 ■ ISSUE: PSW #50
 Develops from a bit player to muscle out EA's NHL 2004 and lead the way in all things puck-based.



RTX RED ROCK
 ■ RATED: 8/10
 ■ ISSUE: PSW #44
 A third-person action adventure with a completely fresh feel. Great story, great game.



FORMULA ONE 2003
 ■ RATED: 9/10
 ■ ISSUE: PSW #45
 Coinciding with a revitalized Formula One season, Sony's latest F1 game is class personified.



GRAN TURISMO 3
 ■ RATED: 10/10
 ■ ISSUE: PSW #17
 Everything you could possibly want from a driving game on one shiny disc. Remarkable.



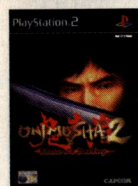
MUSIC 3000
 ■ RATED: 9/10
 ■ ISSUE: PSW #41
 The Music Generator series grows up with a very impressive package. One for DJs everywhere.



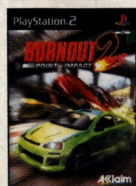
CRAZY TAXI
 ■ RATED: 9/10
 ■ ISSUE: PSW #17
 Superb conversion of the high-octane arcade game, packed full of extras for PS2 owners.



INDIANA JONES: EMPEROR'S TOMB
 ■ RATED: 8/10
 ■ ISSUE: PSW #45
 A lightweight, knock-around adventure featuring everyone's favourite whip fan.



ONIMUSHA 2
 ■ RATED: 8/10
 ■ ISSUE: PSW #33
 This gap used to contain Onimusha. Now it contains Onimusha 2. That's how mags work.



BURNOUT 2
 ■ RATED: 10/10
 ■ ISSUE: PSW #34
 Nothing gets the adrenaline pumping quite like a game of Burnout 2. The best arcade racer ever.



JAMES BOND 007: E.O. NOTHING
 ■ RATED: 8/10
 ■ ISSUE: PSW #52
 Still not quite the definitive Bond game, but it's getting much closer.



AMPLITUDE
 ■ RATED: 8/10
 ■ ISSUE: PSW #46
 Block-rocking beats and eye-straining visuals, the coolest music game returns with online play too.



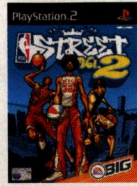
WRC3
 ■ RATED: 9/10
 ■ ISSUE: PSW #48
 There's barely anything between this and Col McRae. But we just prefer the other. Just.



SSX3
 ■ RATED: 9/10
 ■ ISSUE: PSW #48
 It's SSX Tricky tweaked, meaning better tricks, better views and, well, just better overall, really.



DARK CHRONICLE
 ■ RATED: 8/10
 ■ ISSUE: PSW #42
 The Disney visuals and sugar-sweet script can't hide the incredibly deep adventure beneath.



NBA STREET VOL. 2
 ■ RATED: 9/10
 ■ ISSUE: PSW #41
 The best basketball game ever just got better! Even if you hate the sport, it's still a joy to play.



SPLINTER CELL
 ■ RATED: 8/10
 ■ ISSUE: PSW #40
 Not quite as visually stunning as we were expecting, but Sam is still a fine alternative to Snake.



FREESTYLE METALX
 ■ RATED: 8/10
 ■ ISSUE: PSW #46
 Tony Hawk's with motorbikes instead of skateboards. You'll love the huge, free-roaming levels.



EYETOY PLAY
 ■ RATED: 8/10
 ■ ISSUE: PSW #44
 Doesn't work as a single-player game, but as a party novelty it's the best. Superb "family" fun.



LORD OF THE RINGS: RETURN OF THE KING
 ■ RATED: 8/10
 ■ ISSUE: PSW #49
 Extra characters and bigger budget battles make this better than the last.



COLIN MCRAE RALLY 04
 ■ RATED: 9/10
 ■ ISSUE: PSW #46
 Colin is back with a better. The definitive rallying game for all petrol enthusiasts.



MGS2 SUBSTANCE
 ■ RATED: 9/10
 ■ ISSUE: PSW #39
 Same as the last game but without the boring bits. Only now getting it for you don't have MGS2.



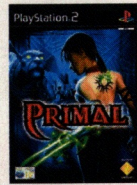
RED FACTION 2
 ■ RATED: 9/10
 ■ ISSUE: PSW #34
 Terrific single-player shooter with the innovative geo-mold now genuinely playing a key role.



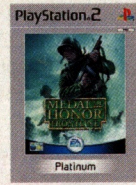
WORLD CHAMPIONSHIP SNOOKER 2003
 ■ RATED: 8/10
 ■ ISSUE: PSW #44
 A fine game of snooker and boasts plenty of extra game modes too. Nice.



PRINCE OF PERSIA: THE SANDS OF TIME
 ■ RATED: 9/10
 ■ ISSUE: PSW #49
 A skillful modern makeover for the classic pixel-perfect platform game.



PRIMAL
 ■ RATED: 9/10
 ■ ISSUE: PSW #39
 Lara, you now have some serious competition – this is the best game of its type on PS2.



MEDAL OF HONOR
 ■ RATED: 9/10
 ■ ISSUE: PSW #30
 It's like reliving Saving Private Ryan from the soldier's view. And out on budget now, too!



JAK II: RENEGADE
 ■ RATED: 8/10
 ■ ISSUE: PSW #47
 Platforming genius, let down slightly by the time-consuming wandering you're forced to undertake.



DEVIL MAY CRY
 ■ RATED: 10/10
 ■ ISSUE: PSW #22
 Astonishing to watch and a blast to play. But boo to the sloppy big-bordered UK conversion.



SILENT HILL 3
 ■ RATED: 8/10
 ■ ISSUE: PSW #42
 The most disturbing and grotesquely beautiful Silent Hill yet. Plays much like the others though.



SOUL CALIBUR 2
 ■ RATED: 10/10
 ■ ISSUE: PSW #42
 The prettiest, most accessible, most entertaining one-on-one fighter ever. You simply must own it.



VIRTUA FIGHTER 4: EVOLUTION
 ■ RATED: 9/10
 ■ ISSUE: PSW #41
 Virtua Fighter 4 gets a makeover in this fast, slick and absorbing update.



FINAL FANTASY X
 ■ RATED: 9/10
 ■ ISSUE: PSW #29
 The best Fantasy yet. Stunning looks and the tale isn't insultingly twee. Truly captivating.



LMA MANAGER 2003
 ■ RATED: 9/10
 ■ ISSUE: PSW #35
 Comprehensive, up-to-date, easy to navigate, totally engrossing and – shock – pretty, too.



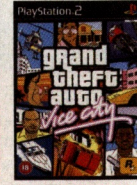
RATCHET & CLANK
 ■ RATED: 8/10
 ■ ISSUE: PSW #35
 Don't be put off by its kiddie looks. Combat is the key in this beautiful platforming romp.



WAKEBOARDING UNLEASHED
 ■ RATED: 8/10
 ■ ISSUE: PSW #43
 Wet and wild, this is a great variation on the extreme sports theme. Quality.



ZOE 2: 2ND RUNNER
 ■ RATED: 8/10
 ■ ISSUE: PSW #46
 Stunning giant robot fighting action and breathtaking visuals from the creator of Metal Gear Solid.



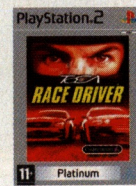
GRAND THEFT AUTO VICE CITY
 ■ RATED: 10/10
 ■ ISSUE: PSW #36
 Bigger and better than GTA3 in every respect, Vice City is simply essential.



DANCING STAGE MEGAMIX
 ■ RATED: 8/10
 ■ ISSUE: PSW #42
 Dance Revolution on PS2. Catchy tunes and frantic dance action.



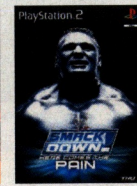
INDYCAR SERIES
 ■ RATED: 8/10
 ■ ISSUE: PSW #43
 An excellent simulation of the sport, but some may find it too 'American' for their palette.



TOCA RACE DRIVER
 ■ RATED: 9/10
 ■ ISSUE: PSW #32
 The most fiercely competitive racing game on PS2. It's like GT3 without any of the boring bits.



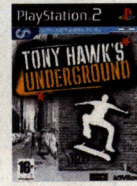
DEF JAM VENDETTA
 ■ RATED: 9/10
 ■ ISSUE: PSW #40
 It's hip-hop arm breaks and beatings aplenty in this over-the-top yet excellent wrestling fest.



WWE SMACKDOWN! HERE COMES THE PAIN
 ■ RATED: 10/10
 ■ ISSUE: PSW #48
 Not a fan of WWE? It doesn't really matter. SmackDown! is essential.



RYGAR
 ■ RATED: 8/10
 ■ ISSUE: PSW #41
 Sword and sandals aplenty in enjoyable updates of the classic 80s arcade game. Remember that?



TONY HAWK'S UNDERGROUND
 ■ RATED: 9/10
 ■ ISSUE: PSW #49
 Hop off your board and explore the city, otherwise it's business as usual.



TENCHU: WRATH OF HEAVEN
 ■ RATED: 8/10
 ■ ISSUE: PSW #40
 The third Tenchu in the series is a blast, but it still suffers from ropey graphics.



MACE GRIFFIN: BOUNTY HUNTER
 ■ RATED: 9/10
 ■ ISSUE: PSW #44
 A first-class shooter, this is PS2's answer to Halo. A great game for sci-fi fans.



ATV: OFF ROAD FURY 2
 ■ RATED: 8/10
 ■ ISSUE: PSW #46
 The same as the last one, but still the best multiplayer racer you can buy.



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SECRETS
UNVEILED!

TOP 10

MOST PATRIOTIC
AMERICAN JUNK
SUBSTANCES

1



1. CLAMATO

Clamato is tomato juice with added clams. No, really. We're not kidding. Tomato and clam juice. Clam and tomato juice. Juice tomato clam and... Whichever way you say it, it's surely an abomination. Jack the Ripper, Atilla the Hun and Stalin have

a club in hell. The only way to join is to drink a whole glass of Clamato through a big straw. Tastes like Liquorice Allsorts mixed with termite dung. Contains enough calories to power an entire division of US Marines for at least a month.

2



2. FRUIT BY THE FOOT WATERMELON FLAVOUR

An "excellent source of Vitamin C" proclaims the box proudly. What it doesn't tell you is that Fruit by the Foot is the bastard offspring of an illegal union between Chewits and Sellotape. There's 18 feet of so-called fruit in here. That's enough to hang a small family with. Contains enough calories to turn a moderately porky man into a walrus.

3



3. REESE'S NUTRAGEOUS

First your eyes alight on the pun on the cover, and your brain has a big stupid smile all to itself. Then you pull out a small tray containing what appears to be a medium sized turd, and your brain vomits all over you palette. Not really recommended for people with any kind of nut allergy. Contains enough calories for a cycling hamster to make his way across the Sahara and back.

4



4. APPLE-CARAMEL FLAVOURED POPCORN

Coming straight from the stinky caverns of your nose, this pretends to be popcorn but is really just freeze-dried snot powder-blasted with a tasty apple tang. Gives sugar a bad name, but makes sitting through *A Beautiful Mind* all the more enjoyable. Contains enough calories to jet a Boeing 747 full of Busted fans to Antarctica. But not back.

5



5. SMUCKER'S GOOBER GRAPE

If you took the whole of America, mashed it up and reduced it down on a high heat to 18oz of goo, this is what it would look like. Viewed with religious awe by most US citizens, the peanut butter and jelly combo is still rare over here. Let's keep it that way. Contains enough calories to power Bernard Manning around the world. Twice.

6



6. CHEEZ-IT

A standard packet of cheese crackers, but gifted with evil superpowers by a passing alien. The radioactive orange colour is a warning never to pop one into your mouth. Do it, and your jaws will instantly dissolve, comedy steam will pop out your ears and you'll have to sleep in the khazi for at least a week. Contains enough calories to feed a family of rhinos for a week or two.

7



7. DUBBLE BUBBLE ORIGINAL FLAVOUR

Smells of Pepto-Bismol. Looks like dried Pepto-Bismol too, but won't cure the runs like Pepto-Bismol. If it was a film, the end credits of artificial ingredients would run for approximately forty minutes. And that's not thanking the best boy Antioxydant and gaffer E129. Contains enough calories to jump up and down on the spot for seven hours.

8



8. GATORADE BLUE RASPBERRY FLAVOUR

Nothing's blue in nature. Even the sea has the decency to be a muddy green. Raspberries certainly aren't blue; they're purple. So calling this brew Blue Raspberry flavour doesn't fool anyone. That's like if we invented Neon Violet Cucumber flavour. Contains enough calories to fuel a supertanker from Buffalo to Des Moines.

9



9. DINOSAUR PET

Meet your new gelatine petrosaur. Love him, hug him, talk to him about how his day went. Walk hand in hand with him in public places. Buy him cocktails at a swanky London bar. Then when he's not looking, pop him in your mouth and chew! Chew the pet dinosaur! Eat his jelly head! Contains enough calories to bring Atomic Kitten back for another go at not being teeny vocal-pop dirge.

10



10. STRAWBERRY MARSH MELLOW FLAVOUR FLUFF

It's just fluff. Pink stuff. Fluff made of marshmallows. Is there anything sadder? You're not expected to do much with it. It's not an ingredient for something else. You spoon it into your mouth and tears run down your face. Then you go get some more. Contains enough calories to warm the whole of Siberia for a weekend though.

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Aliens vs Predator: Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad: Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
Auto Modellista
B = 02
Backyard Wrestling
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims
C = 03
Castlevania: L. of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'oot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE
D = 04
Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
David Beckham Soccer
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta

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Die Hard: Vendetta
Enter the Matrix
Eternal Darkness
FA 2004
Freedom Fighters
Judge Dredd: Dredd v Death
Lord of the Rings: R. of King
Mario Kart: Double Dash
Need for Speed Underground
Rogue Ops
Sims: Bustin' Out
Sims: Bustin' Out
Sonic Mega Collection
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Tek and the Power of Juju
The Sims: Bustin' Out
The Suffering
Tom Men 2: Wolverine's Rev.
Tomb Raider: Majors' Mask
Tomb Raider: Master Quest
Tomb Raider: Ocarina of Time
Tomb Raider: The Wind Walker
Plus Many More...

PS ONE

Alone in the Dark 4
Army Men: Team Assault
Bayblade
Blade
Blignin World
Blignin World 3
Driver 2
Final Fantasy 4
Final Fantasy 5
Final Fantasy 7
Final Fantasy 8
Gran Turismo
Harry Potter & Ch. of Secrets
Harry Potter & Phil's Stone
Hogs of War
Ice Cold Blood
J. Cronomon
J. Resident Evil
J. Resident Evil 2
J. Silent Hill
J. Spec Ops: Stealth Patrol
J. Spyro the Dragon
J. Syphon Filter 3
J. TOCA World Touring Cars
J. Tomb Raider
J. Tomb Raider 2
J. Tomb Raider 5: Chronicles
Yo-Gi-Oh! Forbidden M.
Plus Many More...

PLAYSTATION 2

I = 09
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
ISS Pro Evolution
J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F
James Cameron Dark Angel
Jedi Star Fighter
Jikkayu World Soccer 2001
Judge Dredd: Dredd v Death
Jurassic Park: Op. Genesis
K = 11
Kelly Slater's Pro Surfer
Kessen 2
Kill switch
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage
L = 12
Lara Croft: Ang. of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes: Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
Lotus Challenge
M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men in Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
Mission Impossible: O.Surma
MLB 2004
Monkey Island, Escape from
Monster Jam Max, Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 2002
NASCAR: Dirt to Daytona
Naval Ops: Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed Undergr.
Need for Speed: H. Pursuit 2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2004
NFL Primetime 2002
NFL Street
NFL 2003
NHL 2003
NHL 2004
Nightfire
No One Lives Forever
O = 15
Off Road Wide Open
Oni
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Op. Genesis, Jurassic Park
Operation Winback
P = 16
Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Player Manager 2001
Pool Master: Q-Ball
Premier Manager 2002
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Rally 2002
Project Eden
Project Zero
Project Zero 2
Q = 17
Q-Ball: Billiards Master
Quack Attack
Quest for DragonBone Staff
R = 18
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTX Army Men
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 19
S'Bob S'Pants: Bikini Bottom
S'Bob S'Pants: R.F. Dutchman
Scooby Doo: Night of 100 F
Sonic King
Secret W. Over Normandy
Seek and Destroy
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Sims: Bustin' Out
Sims: Bustin' Out
Sims: Skateboarding
Sims
Sims: Bustin' Out
Sly Raccoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.M.O.U.T.H.
Smackdown! 5: H.C.T.Pain
Smugglers Run
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Spiderman The Movie
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Star Fighter
Stargate: The Movie
State of Emergency
Street Hoops
Streets of L.A.: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super League Rugby Lgue.
Superman: Sh. of Apokalips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*
T = 20
Tarzan Freeride
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R. of Machines
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Simpsons: Bustin' Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Splinter Cell
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
True Crime: Streets of LA
Turk, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 21
Urban Freestyle Soccer
US Navy Seals, SOCOM
V = 22
Vampire Apocalypse
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3
W = 23
Wakeboarding Unleashed
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Weakest Link
Wetrix 2
Wild Arms 3
Wipeout Fusion
Wolfenstein, Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ. 2 Extr.
Worms 3D
Wrath of Cortex
WRC: World Rally Champ.
WWE Smackdown!: J.B.I.
WWE Smackdown!: S.Y.M.
WWE Smackdown!: HCTP
X = 24
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2 Wolverine's R.
Xtreme G3
Y = 25
Yu-Gi-Oh! D. Monst. 2
Yu-Gi-Oh! D. of Roses
Z = 26
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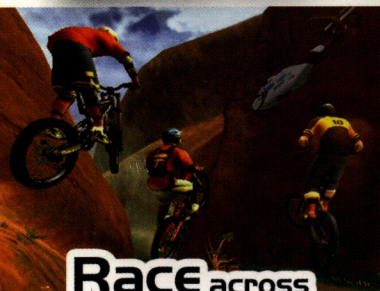
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GAMENOW

9/10
PSM

Downhill Domination features 40 in-game tracks including music by: Run DMC, Slipknot and The Herbaliser.



PlayStation®2

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www.codemasters.co.uk/downhill

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